Twin Galaxies'

Official VIDEO GAME & PINBALL BOOK OF WORLD RECORDS

THE OFFICIAL BOOK OF RECORDS LISTING THE HIGH SCORES ON ARCADE VIDEO GAMES, PINBALL, HOME VIDEO GAMES, AND NETWORK GAMES

EDITED BY WALTER DAY

Includes: How to Get Yourself In This Book

Twin Galaxies' Official Video Game & Pinball Book of World Records

by Walter Day

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by *Walter Day*

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"Twin Galaxies is the font where video players worship ..."

– *The Toronto Sunday Star*
(March 27, 1983)

Twin Galaxies' Official Video Game & Pinball Book of World Records

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Prologue

It was the bed.

Yes, I remember it was the bed that woke me when it flashed by my window and crashed to the pavement, heaved from a second-story window by fifteen of the world's greatest video game players. It was at that inappropriate moment that I first envisioned this book, filled with scores and other adventures, residing in my imagination.

I was the team captain of the ***U.S. National Video Game Team*** *and I was too weary to get up and confront my team. It was two o'clock in the morning on an unreasonably hot July night in Victoria, Canada, and I had to be well rested for the grand inauguration of the next day's contest.*

I rolled on my side and dreamed of the competition. The ***1985 Video Game Masters Tournament*** *was coming to a close and the players were behaving badly, celebrating the victories that insured them a place in the U.S. edition of the* 1986 Guinness Book of World Records.

A second bed dropped past my window and smashed onto the sidewalk, startling me completely awake. A moment later, a player followed the bed. I looked out the window to see a young man spread-eagled on one of the beds. I breathed deeply in relief when he got up and ran back into the hotel.

I knew what would happen in the morning. The team would be thrown out of its third hotel in five days. Though the public and

the media loved the team, we were the bane of hotels and restaurants. I, of course, as the team captain, would face the music while the players blissfully skulked off to the competition.

As an assistant editor in charge of video game scores for the U.S. edition of the Guinness Book of World Records, *I could lay down the law during the contest, but, during off-hours, the players behaved like rock stars.*

My mind went back to the book. What would I call it? It would have high scores, all the rules and game settings, and, maybe, even include homegames – that is, if they ever become popular.

"What a great idea," I thought. I could tell the story of organized video game playing. Also, the story of the ***U.S. National Video Game Team*** *and all their outrageous antics. And the story of the golden age of video game arcades. Most of all, I could tell the story of Twin Galaxies, the world's most famous video game arcade.*

I would start on the book immediately, I promised myself. It should be completed, hopefully, in a few months. And, I decided, the book would start with these lines: "It was the bed. Yes, I remember it was the bed that woke me … ."

Now, after only twelve years, here it is.

In telling this story, I begin and end the tale with my own personal battle to master video games and achieve a fleeting moment of glory. For those of you who want to learn about the golden age of Pac-Man *and* Donkey Kong, *the book starts with* ***Part IV:*** **The Golden Age of Video Game**

Arcades *(How Twin Galaxies Became the Official Scorekeeper)* *– the* ***Special Bonus Section*** *written exclusively for this first edition of* Twin Galaxies' Official Video Game & Pinball Book of World Records. *But, if you're here just to compare your own scores to the world records in this book, or to read up on the rules, you can go right to* ***Part II:*** **The Scores** *or* ***Part I:*** **The Rules of the Games**.

Even though this is intended to be a book of world records, the story of Twin Galaxies is told so the reader will feel confident that I have the authority to authenticate the scores in this book and establish the rules for play. Becoming the official scorekeeper didn't happen overnight. Twin Galaxies had to travel a long road filled with adventures before, eventually, fading into the historical backdrop of the Golden Age of video games.

The episodes concerning the zany antics of the players have been reconstructed from memory. Since time has magnified their adventures to legendary proportions, I have had to sift through rumors and incomplete information to finish their story. In doing so, I have had to invent dialogue and resort to exaggeration and imagination as needed. But all in all, this story is a true one – one that everybody who ever played a video game has participated in.

Walter Day
Official Scorekeeper
Fairfield, IA

Acknowledgments

Twin Galaxies would like to thank the following individuals, magazines and scoreboards who donated the scores, photos, wisdom and creative energy that made this book possible.

The largest single contributor to this book is **NINTENDO of America**, who donated thousands of scores for inclusion in this edition. NINTENDO deserves recognition for being a visionary in the video game world – a pioneer who established contests, verified high scores and organized promotional activities for the players on a level unmatched by other manufacturers.

Contributions from NINTENDO:

High scores for NINTENDO titles provided courtesy of *Nintendo Power*. Check out *Nintendo Power* monthly for reviews, previews, strategies, tips and high scores on all NINTENDO games.

A one-year *Nintendo Power* subscription is only $19.95 ($27.95 for Canadian residents). Call *Nintendo Power* at **(800) 255-3700** to subscribe, or send your payment and address information to:

Nintendo Power
P.O. Box 97043
Redmond, WA 98073-9743

Contributions from Steve Kirk:

A 40-year veteran of the pinball industry, **Steve Kirk** supplied important information on pinball settings, including an insightful letter published in the rules section of this book. Steve can be reached at:
http://www.pinballwizard.com

Contributions from Electronic Gaming Monthly Magazine:

Electronic Gaming Monthly Magazine (EGM) contributed 50 to 75 video game high scores which appeared in their 1989 to 1991 issues. *EGM* is published by Ziff-Davis, Incorporated. For subscription information, call **(303) 665-8930**.

Contributions from WILLIAMS ELECTRONICS:

Roger Sharpe and **Tom Cahill** at WILLIAMS ELECTRONICS in Chicago, IL, offered important advice that helped establish the pinball settings required for all scores submitted to this book. They can be reached by calling **(773) 961-1000** or by writing to:

Williams Electronics
3401 N. California Ave.
Chicago, IL 60618

Or, find them on the Internet at:
http://www.pinball.wms.com/

Contributions from Pete Rocha:

Many of the home game scores for Atari, Colecovision, Intellivison, etc., were donated by **Pete Rocha** who has labored for years on his web page which specializes in high scores. It can be found at:
http://members.aol.com/highscores/index.html

Contributions from Robert Chesnavich:

Robert Chesnavich contributed many high scores on modern pinball games collected at major tournaments promoted by ***PAPA*** and ***Pinball Expo***. Also, Robert has supplied this book with important advice on pinball difficulty settings and game-playing rules. His scorekeeping activities can be viewed at his web site:
http://www.pupdog.pair.com/pinball/highscore.html

Contributions from Tim Ferrante of GameRoom *magazine:*

Tim Ferrante is a player from the "golden age" who publishes the popular monthly journal, *GameRoom*, which is for collectors of pinball, video games, jukeboxes and all coin-op amusement devices. Tim supplied us with encouragement and advice on the collector hobby for "golden age" equipment. Tim can be reached at **(732) 739-1955** or by writing to:

GameRoom
P.O. Box 41
Keyport, NJ 07735

coinop@gameroommagazine.com

Contributions from Sam Hartmann:

A vast amount of home game scores on classic console titles were donated by **Sam Hartmann**. To see his on-going score-keeping activities, go to his very famous high score page at: **http://members.aol.com/pbjurman/highscores.html**

Contributions from Mark Longridge:

Mark Longridge is one of the few "golden age" players who is still around. As Twin Galaxies' Emulator editor, Mark stayed up all hours to make sure that this book would be the definitive reference book on high scores. His web site can be reached at: **http://web.idirect.com/~cubeman**

Contributions from Rob Berk of Pinball Expo:

Rob Berk at ***Pinball Expo '97*** contributed important information on pinball scores and difficulty settings. The ***Annual Pinball Expo*** is one of the few events that you can compete in to get your scores accepted for this book. To learn more about this event, contact:

Rob Berk
Pinball Expo
2671 Youngstown Rd., S.E.
Warren, OH 44484

Or call **(330) 369-1192** or **(800) 323-FLIP** or go to: **http://www.itouch.net/~radar/pinball.html#FLIPOUT**

Contributions from the U.S. National Video Game Team:

The players contributed many significant scores gathered under the direction of **Steve Harris** during the ***1986 and 1987 Video Game Masters Tournaments*** held in Aladdin's Castles around North America.

Contributions from Jim & Tish Sweet:

Jim and Tish Sweet of TLC Pinball in San Jose, CA, donated their time and wisdom to help the ***1997 Video Game & Pinball Masters Tournament*** become a big success. Not only did they put together one of the most successful contest sites, but their research on pinball difficulty settings proved vital to the overall success of the event. They can be reached by calling **(408) 814-8888** or by writing:

TLC Pinball
6077 Snell Ave., Ste. 500
San Jose, CA 95123

Contributions from Cool World:

Leo Daniels and **Steven Siegel** of Cool World Arcade spent many devoted hours in establishing game difficulty settings and promoting the 1997 contest site for the Atlantic seaboard area. Their donations also included many excellent photos which have been included in this edition. They can be reached by calling **(910) 791-8700** or by writing:

Cool World
5725 Oleander Drive
WIlmington, NC 28403

Contributions from Play Meter Magazine:

Play Meter Magazine is a major trade journal serving the coin-op amusement industry. Pictures and stories from the "golden age" were contributed for the story on Twin Galaxies included at the back of this book. Contact them by calling **(504) 488-7003**, faxing **(504) 488-7083** or writing to:

Play Meter Magazine
P.O. Box 24170
New Orleans, LA 70184

news@playmeter.com

A subscription to *Play Meter Magazine* is $60 per year (shipping: 6600 Fleur de Lis, New Orleans, LA 70124).

They can be found on the Internet at:
http://www.playmeter.com/

Contributions from StarPlay Productions:

Scott Mesch of StarPlay Productions, Inc., contributed scores for *Crystal Caliburn*, *Looney Labyrinth* and *Alley 19*. StarPlay's tournaments are among the few that are accepted for inclusion in this book. StarPlay can be reached at:

StarPlay Productions, Inc.
1200 28th St., Suite 201
Boulder, CO 80303

Or you can call StarPlay at **(303) 447-9562** or fax **(303) 447-2739** or go to:
http://www.starplay.com

Contributions from RePlay Magazine:

RePlay Magazine is a major trade journal serving the coin-op amusement industry. Many pictures (including a cover shot) and stories were contributed by RePlay Magazine to fill out the story of the "golden age" included at the back of this book. They can be reached by calling **(818) 347-3820**, faxing **(818) 347-2112** or writing to:

RePlay Magazine
P.O. Box 2550
Woodland Hills, CA 91365

Editor@RePlayMag.com

The annual subscription rate for *RePlay Magazine* is $65.00 (shipping: 22157 Clarendon Street, Woodland Hills, CA 91367). Or, find them on the Internet at:
http://www.replaymag.com/

Contributions from Jim Shelberg of The pinGame Journal:

Jim Shelberg offered important advice and encouragement on pinball settings. Jim describes *The pinGame Journal* as the most complete pinball-only magazine on the planet. He can be reached at **(248) 626-5203** or:

The pinGame Journal
31937 Olde Franklin Dr.
Farmington Hills, MI 48334

jim@pingamejournal.com

Contributions from Billy Mitchell:

Billy Mitchell supplied this book with many stories and anecdotes from the golden age of video game arcades. As one of the founders fathers of competitive video game playing, Billy's contributions to this book were necessary to make the story of the golden age complete. Billy can now be reached at:

Rickey's World Famous Sauce
4799 Hollywood Blvd.
Hollywood, FL 33021

Contributions from Tim Reed:

F1 scores and *Track and Field* scores for the PLAYSTATION by SONY were donated by **Tim Reed's** World Famous PLAYSTATION by SONY F1 Page, found at:
http://www.ukpages.co.uk/teej/playstation.htm

Contributions from Buena Vista University:

ATARI 2600 Records were donated by The Official Buena Vista University Atari Archive published at:
http://www.bvu.edu/~naten/atari.html

Contributions from A. Keith Krueger:

A. Keith Krueger donated scores from The ATARI 2600 High Scores Page found at:
http://www.midwest.net/scribers/keithk/

Contributions from Jim's Playstation Page:

Jim's Playstation Page donated SONY PLAYSTATION scores. You can find the Playstation Ultimate Hall of Fame at:
http://www.jimsmac.demon.co.uk/psx/Hall_Of_Fame.html

Contributions from Kelly Ross:

Kelly Ross of the Strategy War Games High Scores Page donated scores from his page found at:
http://members.aol.com/PlayerTwo/scores.html

Contributions from The TI Hall of Fame:

Jeffrey Rustrum of The TI Hall of Fame donated high scores on the TI-85 and TI-92 calculators manufactured by Texas Instruments, Inc. This page can be found at:
http://home.cdsnet.net/~seahawk/

Published from Carl W. Kalbfleisch's web site:

We used **Carl W. Kalbfleisch's** published scores for *Cruisn USA* on the NINTENDO 64 console system. Carl's *Cruisn USA* Score Web Site can be found at:
http://www.cforc.com/n64/cruisn/

Contributions from University of California in Pennsylvania:

Larry Sebek and the staff of the High Voltage Arcade in the student union at the University of California in Pennsylvania donated much time and energy to researching difficulty settings for the 1997 contest. They can be reached by calling **(412) 938-4303**.

Contributions from Exhilirama:

Rob Farrell, of the New Jersey Exhilirama in Vorhees, NJ, and **Dennis Berry** of the Houston Exhilirama in Houston, TX, donated lots of energy and time to analyze the game settings used in the *1997 Video Game & Pinball Masters Tournament*. They can be reached by calling (609) 772-0477 or writing to:

Exhilirama
3005 Echelon Mall
Vorhees, NJ 08043

Contributions from Fun-Attic:

Aaron Van Buren and **Marilyn Lanpher** put Springfield, MO, on the map as two newspapers and the TV station came to cover the ***1997 Video Game & Pinball Masters Tournament***. Also, **Brent Switzer** helped Aaron figure out how to score *Ultimate Mortal Kombat 3* (and other titles, too) and supplied this book with many fine photos. Fun-Attic can be reached at **(417) 831-7600** or by going to:

Fun-Attic
NorthTown Mall
Springfield, MO 69802

Contributions from the Sega Saturn Downunder's Page:

The High Score Hall of Fame has supplied this book with high scores on the SEGA SATURN system. The page can be viewed at: **http://student.uq.edu.au/~ch330843/hscore/hscore.html**

Contributions from Joe & Linda Kelly:

Joe and Linda Kelly's Playtime Arcade in Woodland, CA, was one of the premiere contest sites during the ***1997 Video Game & Pinball Masters Tournament***. Joe and Linda stayed up late every night figuring out difficulty settings for the contest. They can be reached at **(916) 666-7112** or:

Playtime Arcade
2 West Court St.
Woodland, CA

Contributions from Cool Crest:

Frank Licausi and **Yvonne Patterson** worked hard on making the Cool Crest contest site an award-winning contest location in the ***1997 Video Game & Pinball Masters Tournament***. Through their diligent work, five Kansas City TV stations visited the contest site and televised the competition. In addition to their hard work, they supplied the book with excellent photographs. Cool Crest can be reached at **(816) 358-0088** or by writing to:

Cool Crest
10713 E. 40 Hwy.
Independence, MO

Contributions from the Playstation Ultimate Hall of Fame:

Many scores for the PLAYSTATION by SONY were obtained from the Ultimate Hall of Fame at:
http://www.jimsmac.demon.co.uk/psx/Hall_Of_Fame.html

Contributions from Chris Ayra:

Chris Ayra is another of the founding fathers of competitive video game playing who out-lived the golden age of video game arcades. Chris supplied stories from the golden age and made available photos from the ***1984 Video Game Masters Tournament***, the ***1984 Coronation Day Ceremonies***, the night of the ***Tri-Marathon*** in 1984, the ***1985 Video Game Masters Tournament*** (at Johnny Zee's in 1985) and the ***1985 Coronation Day Ceremonies*** at Captain Video in Los Angeles, CA.

Contributions from Red's in Edmonton, Alberta, Canada:

Alain Lebel and his staff at Red's put a lot of time into researching difficulty settings for the 1997 contest. The premiere arcade in Alberta, Canada, Red's (West Edmonton Mall) invites high score attempts year round. They can be reached by calling (403) 487-2066 or writing to:

Red's
8770 - 170th Street, Ste 2566
Edmonton, AB, Canada

Contributions from the University of Evansville Gamers' Guild:

The University of Evansville Gamers' Guild maintains the Atari Jaguar High Score page under the direction of **Andrew Stefanski**. Many key scores were contributed by this page which can be found at:
http://www.evansville.edu/~guildweb/highs.html

Contributions from Gavin Richardson:

Many PLAYSTATION by SONY scores for *Formula One* were donated by **Gavin Richardson** who (with some support from Bizarre Creations) runs the *Formula One* on PSX – Best Times Site at:
http://www.blockhed.demon.co.uk/psx/f1page.htm

Contributions from Sue Adamo, Richard Schlosser and Scott Morgan:

Richard Schlosser, **Scott Morgan** and **Sue Adamo** are photographers who have photographed different events held by Twin Galaxies, but who have moved to parts unknown. We thank Richard, Scott and Sue for photos which they supplied to Twin Galaxies years ago which have been included in this book.

Contributions from Mark Alpiger:

The scores from the ***1986 and 1987 Video Game Masters Tournament*** were supplied by **Mark Alpiger** who also shared memories which filled out the "golden age" story at the back of the book. Mark is part of video game history as he was a contestant in the ***1985 Coronation Day*** contest held at Captain Video's in Los Angeles, CA.

Contributions from Stephen Krogman:

Steve Krogman supplied scores, photos and stories on the golden age and helped coordinate arcade promotions in Florida and Illinois.

Contributions from Empire Interactive Co.:

Scores for the PC Pinball Simulation games *Bubbling Under* and *Pro Pinball: The Web* were donated by Empire Interactive. They can be reached by calling **(415) 439-4854** or writing:

Empire Interactive
580 California Street, 16th Floor
San Francisco, CA 94104

Or, go to their web site at:
http://www.empire.co.uk/company/contact.htm

Contributions from GamePro Magazine:

GamePro Magazine donated about fifty SEGA MASTER scores published in their 1991-1994 issues. *GamePro* rates it all – everything from video, PC and online gaming to arcade hits and top gaming secrets. *GamePro* does the work and leaves the play to gamers. Subscribe today for only $19.97 and receive twelve issues full of the latest gaming news. Write to:

GamePro Magazine
P.O. Box 55528
Boulder, CO 80323-5528

Or, order online at:
http://www.gamepro.com

Contributions from SEGA OF AMERICA:

Game playing advice was contributed by SEGA. For customer service and technical support, call **(800) USA-SEGA** or go online to "Support" or send email to:

webmaster@sega.com

For the ultimate in insider gameplay information, SEGA offers *Strategy Guides* for the hottest SEGA titles, containing complete walk-throughs, strategies, secrets and codes. To order, call **(888) SEGA-SALES**, go to the *SEGA Online Store* or order directly from a 900 gameplay counselor (U.S.: **(900) 200-SEGA**, $.95/min. - recorded, $1.50/min. - live; Canada: **1-900-451-5252**, $1.50/min. - recorded or live; must be 18 or older or have parental permission; TDD phone required).

To check out *SEGA Online*, go to:
http:// www.sega.com

Introduction

How do you write an introduction for a book of scores? I mean, after all, it's just a bunch of names, numbers and hometowns. It certainly doesn't allow for much creativity.

As I started to compile this scorebook, I became concerned that the pages of scores would not present a lively enough reading experience for the players. "Maybe I could tell some funny stories from the golden age of video games," I thought. This, I hoped, would break up the monotony of an unending desert of pinball and video game statistics.

I started by writing about the night I first thought of making this book, which occurred in the hot summer of 1985. I liked the memories that came up as I remembered how the book began. Idea led to idea, and, before someone in authority reigned me in, I had written 148 pages of adventures.

"This is enough," my publisher said, worried that I had already gone overboard.

But, I kept remembering things. By the time I reached 260 pages, it became a statement on the golden age. "We've got to keep this section in," I argued with the publishers. "People need to read this story so they'll know where all these scores came from and accept them as the true world records."

But then, the publishers had their way and fifty of the most "boring" pages were cut out – bringing the story's page count closer to 200.

Still, I hope you enjoy this story of the golden age which has been included as a "Special Bonus Section" *(Part IV: The Golden Age of Video Game Arcades)*.

Starting a Tradition of Contests and Records

The intent of this book is to organize video game and pinball playing into an international sport, with a tradition of contests, statistics, world records and star players. For the first time in many years players throughout the world who are high-achievers will have concrete goals to pursue.

Interestingly, this is not the first time I have dangled the lure of world-champion status in front of the players' eyes. During the years of 1984 through 1987, the U.S. edition of the *Guinness Book of World Records* published video game scores supplied by Twin Galaxies. At that time, the Guinness editors told me that their most requested subject matter was video game and pinball scores.

Though the support of Guinness seemed to promise that electronic game playing would gain acceptance as a serious sport, reality dashed our high expectations into the ground when Guinness, after completely rejecting pinball records, suddenly cut video games entirely from their book. As a result, the impulse to keep track of scores was no longer para-

mount in the arcades and the high-score artist fell from grace.

Because this volume continues where Guinness left off, the trend to neglect the high-achiever on electronic games should reverse itself. As the editor of this book, I accept the responsibilities originally entrusted in the hands of the Guinness book and will strive with honesty and clear conscience to verify and publish with authority the world records on all electronic games and crown the deserving world champions.

The Top Ten Players to be Listed

Back during the mid-1980s, the players counted themselves lucky that Guinness was publishing scores. However, few players received recognition for their accomplishments, since Guinness listed only the highest score on each game. This meant that only 100 players – at best – were enshrined in its pages every year.

This book eliminates that shortcoming by guaranteeing that the top ten scores on each game will be entered in this book every year. This first edition, as you'll immediately notice, lists far more than the top ten scores on many games. I had decided to kick this book off with a bang and put in every score verified up to the 250th place.

However, this generosity won't be continued in the next edition because it will be necessary to make room for massive amounts of scores on the PLAYSTATION

by SONY and SEGA SATURN platforms, as well as a host of scores on PC and network games.

This Book will Honor Our Heritage

Video games and pinball games have played a significant role in the pop culture of the 20th Century. This statement bears even more weight when you realize that video games are now attracting their second generation of players. At least one youngster has won five entries in this book, while his father – who was a high-score champ with Twin Galaxies over fifteen years ago – has a dozen scores listed for himself.

As electronic game playing enters the next century, this book will try to change with the times and be a road map for the future as well as of the past. Since no other presiding body exists which promotes contests or maintains records, this book accepts this responsibility and has already established a calendar of events for getting in the next edition. (Though pinball players have already organized themselves into leagues that promote championship tournaments, they don't have an official record book.)

Where the Scores Came From

During the initial stages of editing this book, I was faced with the dilemma of rounding up enough verified scores to make this volume an authoritative text. Rescue came from a very unlikely source: NINTENDO. As the premiere pioneer in high score

contests, NINTENDO recognized the importance of this book and donated many scores – some dating back nearly ten years. With two hundred pages of NINTENDO scores donated to this edition, NINTENDO is by far the most serious well-wisher for the success of this book.

Furthermore, to put as many game titles as possible on the map, I accepted scores from scoreboards found on the Internet. Though the verification processes exercised by these external sources may not be as stringent as Twin Galaxies', I took the plunge and declared the donated scores to be the current world records. We can view these scores as beneficiaries of a "grandfather clause" that temporarily looks the other way while the "new order" gets up and running. Be forewarned, however, that the next edition of this record book will be extremely difficult to get in as all scores will be scrutinized very closely.

The older scores in the book – those dating back to 1981 – were gleaned from Twin Galaxies' own records. Though Twin Galaxies' vast archives of "golden age" scores were destroyed when the old Twin Galaxies Arcade building in Ottumwa, IA, was gutted for remodeling, I was able to resurrect an optimum amount of scores by poring through published records, surviving pieces of mail and magazine articles. Unfortunately, among those lost records were the top twenty-five scores on over 300 pinball and video game titles from the 1979 to 1985 era.

Looking Towards the Next Edition

It is now time for today's players to look in this book and beat every score in it. Interestingly, there are well over 2,000 titles – both arcade and home consoles – which are not included in this first edition. This absence is not accidental. The obvious explanation is that there were no scores on record to publish.

To put it plainly, Twin Galaxies foresees a sort of Oklahoma Land Rush taking place as thousands of video game records go up for grabs. Essentially, anybody who sends in a verified score on any of these now-vacant titles has virtually a 99% chance of getting in the next edition of this book. And, for those who are very ambitious, a little industrious playing could get a player listed as the champ on dozens – if not hundreds – of currently unclaimed titles and go down in history as one of the game's most prolific high-score champs. Look through this book and you'll find examples like James Carter and Lafe Travis, who's industrious playing has won them dozens of listings while other players just idly sat by.

To Unite the Home and the Arcade

I believe a new golden age of video game playing can be established if both home and arcade games join as one organized sport. In this vein, this record book gives equal status to both arcade and home game systems. Hopefully, this book will encourage arcades to install home game consoles in their Family

Entertainment Centers (FECs) as permanent fixtures (where allowed by law). Such a development may get the players out of the house and back into the public eye. Home game players would gladly welcome the opportunity to demonstrate their "console" skills in a public setting like an arcade.

By making the FECs the contest arenas for both home and arcade games, the arcades can thrive again and the "golden age" can be revived (see Part IV – Special Bonus Section: *The Golden Age of Video Game Arcades* at the end of this book).

Lofty Expectations

Just as the U.S. edition of the *Guinness Book of World Records* gives a direction to mankind's desire to excel in life, this book encourages video game and pinball players to break down invisible barriers and shoot for higher and higher goals. Ultimately, it is hoped that this record book might influence electronic game players to point their lives in more creative and productive directions, simply by demonstrating that their success at game playing proves they have the power to overcome any obstacles.

Since video game and pinball playing develops improved eye-hand coordination and alert reflexes, public respect may increase for this hobby and a new "golden age" of electronic game playing may flourish. With this renaissance of enthusiasm, contests, prize monies and educational scholarships may result.

What I Promise

Should video game and pinball playing reach a new level of popularity, the reliability of this book will surely be put to the test. Scores will require greater scrutiny and rules will demand stricter enforcement. To paraphrase the words of David Boehm, the publisher of the 1984-1987 U.S. editions of the *Guinness Book of World Records*, as he warned me years ago: "There is nothing the public won't do to get in any world record book."

With this warning in mind, I take this responsibility firmly in hand and promise to enforce the rules and scrutinize the scores to the best of my ability.

This is my promise.

Walter Day
Scorekeeper

Part I:

The Rules of the Games

I The Rules for Video Game & Pinball Playing

Video game and pinball playing is almost like warfare – but with a computer as your enemy. Even though the player inevitably loses to the computer, he can attain a relative sense of victory in battle by the score he attains. The higher the score, the greater the victory. Or, to extend the premise further, the higher the score, the better the player.

This book tries to compare the relative skill of all electronic game players by ranking their scores. Many critics, however, believe that scores do not necessarily reflect skill.

A person with a lower score, they argue, may quite often beat a person with a higher score when engaged in head-to-head combat because the score does not reflect skill. Or, as another argument, they point out that no two video games are alike, therefore, the resulting scores are incompatible since one is derived from "apples" and the other from "oranges."

All this is true, unfortunately. But, to sidestep these arguments, Twin Galaxies has narrowed the focus of this book to include only scores attained during "single-player versus the computer" play mode.

This means that the scores are derived by a single-player facing the game all by himself. If others join

him in multi-player mode, they influence his score – either favorably or unfavorably.

So, the universal rule is this: You play all by yourself. Period. No multi-player scores accepted for this book, except for special promotions.

The "Player versus the Computer" Principle:

As discussed, a video game or pinball contest pits the player against the computer. If we were to analyze the phrase "the player versus the computer" as if it were a mathematical equation with the word "versus" considered the same as an "equal sign," we could better understand why we need rules for electronic game contests.

The side to the left of the equal sign is "the player," while the side to the right of the equal sign is "the computer." This book is solely concerned with the activity observed on the left side of the equal sign – the side of "the player."

During any contest, we are analyzing the strength and skill of each player – so we can compare their performances. The only way that the differences on the players' side of the equation can be quantified is if the computer side of the equation remains the same during each player's game. This "sameness" of the computer will isolate the players' side as the changing variable.

If, unfortunately, the computer side of the equation changes from player to player, an objective compari-

son between one player's performance and the next will not be possible.

So, it is necessary to "standardize the enemy" so that the computer side remains stable and unchanging for each player while we are able to monitor the differences in the performances of the competing players.

Again, to determine who has the greatest skill against the computer, all the players must face exactly the same enemy. And, when the games are set the same – without difference – the outcome will highlight the differences found on the players' side of the equation instead of the differences found on the machines' side of the equation.

This is the only way that Twin Galaxies can compare the relative merits of skill and strength between players by creating rules that guarantee uniformity among the games.

A second category of rules, hitherto unmentioned, involves "security." In addition to "standardizing the enemy," Twin Galaxies has set forth rules that minimize dishonesty by establishing procedures for selecting witnesses, obtaining photographs and securing signatures from arcade operators, etc. These rules should, hopefully, keep the data in the Twin Galaxies database error-free.

The problems faced while trying to establish objective sameness among games are actually quite difficult to solve, even though Twin Galaxies is trying to do its best. The difficulties are considered in the

following letter which was contributed by Steve Kirk, who has been in the pinball industry for nearly forty years.

After spending many months formulating a body of rules for this book, Twin Galaxies suddenly received this important letter from Steve. At that time, Twin Galaxies was having a fit trying to standardize pinball. Pinball, I discovered, is not easy to compare because the games are almost impossible to make "the same." In Steve's letter, he addresses many of the problems Twin Galaxies faces in attempting to make scorekeeping an objectively verifiable process. Though he primarily focuses on pinball, his warnings can be applied to all electronic games.

Twin Galaxies' rules for playing electronic games begin right after Steve's letter. You'll notice that many of the points that Steve makes are repeated in the rules – fortunately, it doesn't hurt to impress upon their importance by going over them twice.

Steve's letter, describing the problems we face, begins on the opposite page.

A Letter From Steve Kirk:

Walter:

With almost forty years experience in the pinball business I feel obligated to tell it like it is. I want to be of help but I must also tell you the same thing I tell people on my web site:

As any reasonably experienced pinball player knows – there is no such thing as comparable high scores between different model machines. Of course that is because each game is designed with different rules, devices, features and challenges.

Less well known is the probability that high scores between different machines of the same model are not comparable either. That is because of the vast number of variable conditions – including, but not limited to:

1) Operator Adjustments

These adjustments can be both electrical (such as the value limits of a certain award) or physical (such as adjusting the gap that allows the ball to exit to the outlanes).

2) Automatic Reflexive Adjustments

These automatically change feature operations or scoring to neutralize expert players or help low scoring players.

Most games contain a computerized program which keeps track of player accomplishments (or lack thereof) and then

proceeds to analyze those accomplishments as the game progresses.

The program makes adjustments in the availability of certain features or the value of awards in order to adjust the players score and/or play time to within the parameters set by the manufacturer.

3) Additional Automatic Reflexive Adjustments

Like the above adjustments – these automatically change features and/or scoring in order to make the outcome of the game fit within the operator specified free game and play time percentages.

4) The Mechanical Condition of the Components

Good working flippers, bumpers and spinners are just some of the numerous mechanical components whose operating condition will affect game accomplishments.

5) The Slant (or Pitch) of the Game

In general, a game with a higher slant requires a slightly faster reaction time and has less ball in play time.

6) The Setting of the Tilt Mechanism

A conservative tilt acts as a skill reducer and play inhibitor.

7) The Dirtiness and Slickness of the Playfield

The playfield's slippery surface diminishes when it becomes dirty.

This happens primarily from the accumulation of microscopic rubber dust, microscopic metal particles that come off the ball and other components and air pollution.

When the playfield is not slippery the ball slows down because the ball gets more traction. Therefore, the dirtier the playfield the more a spinning ball imparts "english" to it's trajectory.

Depending on the particular game design, a dirty playfield can make the game harder or easier.

8) Game Malfunctions

In the real world of electro-mechanical devices there are occasional malfunctions. Neither the player nor the spectators may realize that some bonus value, score or feature was awarded (or denied) because of a malfunction. A significant malfunction would nullify the credibility of scores made during that particular play of the game.

9) Jackpots, Holdovers and Random Values

Most games have various jackpots or holdover features in which the value keeps building from game to game until collected.

The jackpot on a particular turn may be quite high because it had not been collected by previous players or it may be at a minimum because the previous players were collecting it often.

Some seemingly random value awards are often reflexed (see above) but there are some features in which the awards are

truly random. How much score you receive from such features may be more the luck of the draw than any evidence of skill.

10) Designer Secrets

These can give a knowing player a distinct advantage, if not outright control, over a game.

Originally meant to be strictly for inside the industry people, these "back doors" can change a game's scoring dramatically without any spectators being the wiser.

By the way, contrary to popular belief – neither the "novelty" mode nor the so called "tournament mode" settings (when available) will eliminate all these variables.

Add to these factors THE ONE UNDERLYING PROBLEM WITH ALL GAME SCORES – that of **VERIFIABILITY** *– and one could easily conclude that high scores are much ado about nothing.*

Having stated the above, I realize there are many people who have made high scores, believe they made them with skill and determination and want to see them posted.

As such, I have committed to post high pinball scores on my web site but with the above disclaimer.

My goal is to educate the player while at the same time letting them call attention to their experiences and accomplishments.

To those of us who have been around for a while – these scores are are of little value in evaluating the skill level of a player.

I can watch a person play for five to fifteen minutes and know more about their skill level than any high score will tell me.

But these high scores do tell me that the player is often tenacious and determined in their pursuit of pinball excellence.

We challenge because challenge is part of the human spirit, it's in our guts and genes (I can run faster than you; my dog is bigger than your dog; etc.).

A high score table should not be looked upon as the determiner of a player's skill level, but rather to a player's right to brag about their experience of an awesome play of the game.

For that reason and for the players who insist on seeking speculative (though unobjective) score comparisons – these postings should provide a high degree of satisfaction.

Walter, I doubt I am breaking any news to you. I have a feeling you already know all of this but have decided (as I have) to let the people have what they want.

Good luck with your Scoreboard and book. No doubt they will spur even greater interest in competition, which is a good thing for the coin-operated game industry. For those with an interest in learning more about pinball, including its origins,

I invite them to visit my extensive pinball web site at: ***http://www.pinballwizard.com****.*

No coin is required to come and visit – it's on free play!

Steve Kirk
(June 7, 1997)

II *Twin Galaxies' Tournament Settings* (TGTS)

An Outline of Rules to Follow to Have Your Scores Published:

1. Arcade Video Game Rules

1.1 Only One-Player Games

The player has to face the game alone in single-player mode. Games that allow player versus player have to be monitored to ensure that the player was playing alone and that his score is based on beating the machine and not another player. This vigilance is imperative when scoring fighting or racing games.

If a stronger player were to face off against a line-up of weaker players, the stronger player would achieve a higher score than if he were to face off against the machine. The only way to guarantee that players in every country are facing the same opponent is to make the machine the opponent, and not other players.

In the case of racing games, multiple players racing at the same time can either aid or obstruct each other's progress and influence the outcome of the game. Scores on racing games, in particular, are only accepted when the player plays alone and the witnesses verify the fact.

1.2 One-Credit Games Only

No "buy-ins" allowed. Barring exceptions that are individually listed in the difficulty settings of each game, scores are accepted only on one-credit games. Games that allow – or even encourage multiple buy-ins – have to be dealt with on a game-by-game basis.

Buy-ins, unfortunately, produce scores that reflect a person's wallet and not their skill. Most modern games feature buy-ins and some don't even award the player with a score at the end of the game. Buy-ins are absolutely ruled out, except for a few games like *Area 51* or *Maximum Force* which produce an inevitable ending despite buy-ins.

1.3 Looping Programs

Looping functions are turned "Off" so that the game has an inevitable ending.

1.4 Multiple Tracks and Fighting Characters

Racing or fighting games that offer multiple selections should be treated as multiple games. Each racing track or fighting character is considered a unique "channel." This is due to unique programming differences incorporated in each channel. This means, a player using "Paul" as his fighter is faced with a different playing environment than a player who is using "X" as his character.

To accommodate all these racing and fighting games with multiple tracks – or channels – multiple record tables are published in this book. This means that *Killer Instinct I* will be given eleven tables – one each for the eleven characters – for an aggregate total of 110 scores (remember, this book will list the top ten scores on every game). *Virtua Racing I*, as a further example, has three distinct tracks, each of which would have a table of ten high scores totaling thirty world records.

1.5 Difficulty Settings for Video Games

All modern video games have difficulty settings. These settings can manipulate very subtle game features, like the speed of your enemy's recovery or the amount of power you wield at any given moment in the game. Others, for example, may control the number of enemies thrown at you all at once or how many bullets you have.

To make the gameplay uniform for every player – no matter which country you are playing in, Twin Galaxies has studied each game and has selected difficulty settings which make the games equally as difficult.

The difficulty settings for most games can be found listed in the high scores section (Part III: *The Scores*).

1.5.1 Global Factory Default

Most games – new and old – come with factory recommendations. The older games have little switches – called dip switches – that must be physically switched by hand to change the settings. A manual must be consulted to know which switch settings implement the different difficulty levels.

Newer games are adjusted electronically through prompts that appear on the screen of the activated monitor. These newer games are very easy to switch back to the factory default because it usually involves toggling only one function that globally switches all parameters back into the factory mode.

1.5.2 *TGTS:* Twin Galaxies Tournament Settings

Sometimes a game is set on a harder difficulty setting. Twin Galaxies sets harder standards when a game turns into a marathon. After a game has been in circulation for awhile, it becomes apparent that any player can

dominate the game. Twin Galaxies does not encourage marathons. This is because they are hard to verify and are very unhealthy for the player. If you have found a game you can play forever, then you are not playing on the correct TGTS settings.

1.5.3 Marathon Games are Only Promotional

As stated in 1.5.2, all games that can be marathoned have been shifted into harder settings by Twin Galaxies so that the player proves his skill and not his ability to stay awake. Occasionally, a marathon is conducted for promotional purposes. If you are interested in marathoning, you should contact Twin Galaxies first and we can turn it into a fundraiser or big celebration.

1.6 Periodically Clearing the Game's Score Log

Many modern games refuse to display a score while the game is being played. The score is finally revealed at the end of the game – but only if the computer asks you to submit your initials because you are one of the top ten to fifteen scores.

Unfortunately, if you do not make the top ten to fifteen scores, your score will disappear from the screen immediately, disallowing the witnesses the opportunity to properly log your score.

To work around this problem, the machine's scoreboard must be cleared out periodically to make room for a constant stream of new high scores. Otherwise, the computer will just dump your score and prevent the witnesses from scoring your game properly.

The way to periodically clear the scoreboard is to reset the game to the factory default. This automatically wipes out the scores logged in the games "score log." Games that have this problem are noted in the difficulty settings listed in the high score section of this book. You

will see this paragraph: "WARNING: The player should alert the officials that he is attempting this game to ensure that the score log is adequately cleared out before the game is started."

1.7 Witnesses for Arcade Video Game

Scores on arcade video games and pinball need two witnesses. The witnesses do not have to stand and watch the entire game. However, they must watch the final stages of the game – especially the ending – and see the score appear on the screen at the end. However, if the game allows multiple players or multiple buy-ins, the witnesses must be present for the entire game to attest that the game was played by only one person with only one quarter and that the player selected the required tracks, etc.

Here is another reason why witnesses are needed in addition to photographs: Back in the 1980s, there were numerous times that players walked up to another player's game after they had finished and photographed the score and submitted it as their own victory.

The witnesses have to see the final stages of the game and the final score so there will be no doubt as to who played the game and achieved the score.

1.8 Technician's Signature for Arcade Video Game

Technical verification of the game settings is absolutely vital for scores submitted on arcade video game and arcade pinball. The technician should expect a call from Twin Galaxies to verify scores that are new world records. If a new score claims 12th place, it is less likely that the score is false. Scores that are fraudulent are almost always new world records. (No one lies to become the 12th best.)

1.9 Scores on Mature Arcade Video Games

Breaking the high score on a "mature" game does not happen once in a decade. Most of the mature high scores Twin Galaxies logged for Guinness in 1985 are still standing.

When a new game is first introduced, it may have 10,000 players leap-frogging over one another with ever-increasing high scores. After five months, a few dozen serious players will still be pursuing the game. Within a year, the high score threshold is out of the reach of everyone except for about 10 players. By the time, the game is tired out and considered a classic, only 3 or 4 contenders are still standing.

The game becomes "mature" when the high score becomes so exalted that the amount of practice and continuous playing needed to budge the score up even one further point is so extreme that even the best two or three players can no longer take the time to do it.

So, when a player in a basement arcade claims that he or she broke the world record on a mature game, Twin Galaxies steps in on a personal level. If you think you can break a world record on a mature game, Twin Galaxies will have the press at your door and Walter Day may come in person to watch you.

2. Home Video Game Rules

2.1 Difficulty Settings for Home Game

All home games scores are accepted on the easiest difficulty settings. Over 95% of all home games have a preset difficulty setting which cannot be altered or adjusted by the consumer.

Some recent titles, however, have variable settings. Since it is nearly impossible to verify a difficulty setting

on a home game submission, it is necessary to set the difficulty to the lowest level so that it is impossible for one player to play on an easier level than the next. This rule neutralizes the problem of multiple difficulty levels.

Now, if a player wants to play on a harder setting than other players, more power to him. If another player beats your score while playing on a harder level, you have no legitimate complaint.

2.2 Witnesses for Home Game Systems

You do not need witnesses for scores on home game systems. The photograph is all that you need to submit. (See Rule **4.4**)

3. Arcade Pinball Rules

3.1 Pinball Difficulty Settings

Do not expect the pinball games in your local arcade to be already set on "tournament mode." The arcade operator would have to be crazy to set a game up that way in public because it would lose him a lot of money. Simply put, the game would not be much fun – it would be shorter (only three balls) with a much lower score and the bonuses would be smaller and no free games or buy-ins would be allowed.

So, to go for a world pinball record, you have to talk to the arcade manager first and have him turn to the chapter in this book titled, "How To Get in the Next Edition of this Book" and read the "Arcade Management" page. To submit a pinball score for the scorebook, all modern pinball machines must be placed on "tournament play." Consult your game manual to make sure you have selected the correct setting. Each game is powered by a software program that adjusts all

the game parameters simultaneously when selecting "tournament" settings.

Under tournament play, only three balls are allowed with no further balls awarded. No extra balls, no free games or credits and no buy-ins are allowed. Also, the awards and bonuses become uniform from one machine to the next, no matter which country they are located in.

A few modern games still allow extra balls under tournament play. This will be no problem because these games will be uniformly offering these extra balls to all players.

Older games, predating the "tournament" mode, must be set to three balls with no extra balls. If a game can't be set this way, contact Twin Galaxies for advice. Older "electro-mechanical" games have no difficulty settings.

3.2 Outlane Posts

The ball is lost from play (drained) when it enters the exit lanes positioned along the far right and far left sides of the gameplay area. The adjustable post placed at the mouth of the exit lane is called the outlane post.

The required location for this post is in the mid-range (middle) position. To ascertain the right placement, unscrew the post and see how many screw holes are underneath. Screw the post in the middle one.

Some newer games have a slot – instead of screw holes – which allows the post to be slid back and forth. You have to visually determine the mid-range position and then tighten the outlane post.

3.3 Pinball Tilt

The sensitivity of the tilt can have a large affect on the player's score. Unfortunately, this is harder to standardize since there is no marked factory setting. If you open

the coin door of the game, you can see where the plumbob is located. The tilt is normally adjusted by screwing a wing nut up and down a threaded rod on a plumbob. The plumbob is cone shaped and screws up a long thread. The plumbob is wide at the bottom and narrow at the top. The higher the plumbob is screwed, the closer it gets to touching its surrounding trip ring. The closer it gets, the more sensitive the tilt becomes. The tilt should be sensitive enough to register lifting or moving of the machine or dramatic shaking. If a standard were to be selected, it would, possibly, call for a gap of approximately 1/4-inch between the plumbob and the trip ring.

The tilt is designed to end the game if the pinball is tilted to gain an unfair advantage. The global factory default allows three closures of this switch before you tilt. Three strikes and your out.

3.4 Pinball Playfield Slope

A game played on a six-degree slope plays very differently from a game played on a seven-degree slope. Slope can mean everything. The standard slope is six-and-one-half degrees. All modern games have a bubble level that indicate when the game is set correctly at six-and-one-half degrees. This device can be viewed through the glass canopy – it appears very similar to a carpenter's level. In every case, it is best to consult the game manual in order to make the proper adjustments.

3.5 Bonuses Awarded on Pinballs

Bonuses are automatically standardized when the game is put into "tournament mode." However, here are a few more thoughts on bonuses.

Pinball scores may not reflect the player's skill. For example, a player achieving 1 billion points on a game may be better than a player scoring 5 billion on the

same game. Because some element of chance is involved in every game, scores may not reflect a person's skill like they do in video games. Successful video game playing involves memorization while successful pinball playing involves fast reflexes and luck.

Modern games produced by WILLIAMS ELECTRONICS and SEGA PINBALL are software-driven and give the arcade operator the option of selecting the size of the bonus levels awarded at each stage in the game.

Free games, which motivate the player to continue spending quarters, are based on high scores. If a game is placed in a location that has powerful players, the bonuses will automatically be lowered by the computer to compensate for the high scores and excessive winning of free games. If weaker players make up the clientele, the game will award higher bonuses to aid the players in getting free games – which inspires more spending.

Though this practice helps the arcade increase revenues, it makes it hard for Twin Galaxies to compare player's skill levels. Twin Galaxies charts the highest scores but realizes that the top score is not always attained by the best player.

Further differences making pinballs hard to standardize are: differences in software versions, differences in software difficulty adjustments, wear and tear (or dirt) on the playfield, playfield slope, playfield leveling, tilt sensitivity, parts broken or out of adjustment, and lighting conditions of the environment.

The goal is to make pinball games "identical" from one location to the next, so the scores can be compared accurately.

3.6 Witnesses for Arcade Pinball

The witnesses must watch the game and count the number of balls awarded. There can be no more than a

total of three balls played. Special cases may be considered if certain titles insist on giving more than three balls.

Witnesses must verify that the glass was not taken off the machine by a player who raised his score by triggering off the bonuses with his hands. Since it is possible to take the glass off the game and run up a score to any level, two witnesses and the technician's signature must be included with a photograph of the final score. This is basic to any pinball submission.

4. Photographs

4.1 Photos of all Scores are Universally Required

Photos of your score are required to get in this book (except during certain contests – see **4.2**).

Do not send undeveloped film. Since Twin Galaxies offers the scoreboard as a free service, it cannot afford the expenses of processing everyone's film.

Send a developed photograph with your name, address, phone number, email, birth date and arcade name (if appropriate) printed legibly on the back.

Use an instant camera – it is wisest to take your photographs with a Polaroid or other instant camera. The Polaroid shows you what you've got immediately. If you photograph the score with a roll of film that you develop three weeks later, you may find that the score did not appear clearly. This means you're out of luck.

To insure that the photo also shows the name of the game, take extra experimental shots to to make sure you are getting the name of the game in the photo, too.

4.2 No Photographs Required in Certain Contests

During contests authorized by Twin Galaxies, the officials stand in lieu of photographs. It would be virtually

impossible to photograph every score achieved during a contest. A single player, for example, performing on just a single game, could achieve 100 consecutive ever-increasing high scores in the course of a contest. This would require a lot of photographs if Twin Galaxies were not to recognize the officials' eye-witness testimony instead.

Twin Galaxies feels comfortable in waiving photographs during tournament play because the officials do the job normally done by the photo. Also, the players themselves offer further safeguards in a public contest, because the players, who are in competition with each other, monitor each other's scores.

4.3 Photographs for Arcade Video Game Scores

Since it is possible to get two friends and an arcade technician to bend the truth, photographs are necessary to substantiate a score. A conscientious player should want to protect his achievement by arranging for a photograph to be taken. Serious players should consider supplying the camera themselves so they won't be faced with the unpleasant prospect of scoring a new world record with no camera around.

4.4 Photographs for Home Games

You do not need witnesses for scores on home game systems. Instead, you submit a photograph of the screen that clearly shows the high score – or final screen for games without scores. Write your name, address, email address, phone number, and birth date on the back of the photograph. For best results, you should take numerous shots with a 35mm camera without a flash. You should dim the room lights so that the screen is brighter. Put the camera on a steady, non-moving surface to ensure better results.

4.5 Photographs for Pinball

A photograph of the high score is required. Additional shots should be taken to get a shot that shows the name of the game and – hopefully – the score at the same time. It may take numerous shots to get it right.

5. Breakdowns Or Interference

There are two kinds of breakdowns – those that benefit the player and those that obstruct the player. If a breakdown favors the player, the game is disqualified because their score is getting an unfair boon which awards them free points.

If the breakdown is unfavorable, the player should stop – unless the player has a great game going and decides to continue. Their score will be accepted by Twin Galaxies because they earned their score against obvious adversity which did not give them any free points.

Pinballs are more likely to have problems than video games. If something breaks, it's going to break during someone's game. If they have a great game going, this can be an issue. The player must consider abandoning the game or continue playing and still submit the score.

5.1 Interference

Over the years, every possible interference has been reported, from dogs biting the player to people unplugging a game in the midst of a new world record attempt. Even though you might have been on a record pace, if something interferes with your performance there is no proof that you would have broken the record. You just have to bite the bullet and start again. Otherwise, the only proof that can convince Twin Galaxies is if the entire game had been filmed.

5.2 Beneficial Breakdowns are Disqualified

If a breakdown favors a player unfairly, the game is void. For example, a broken piece during a pinball game may block the outlane, allowing the player to last much longer than he would have otherwise. Another example is if a switch breaks and sticks closed; the game could be racking up points indefinitely without the player doing anything. In this situation the witnesses or officials must disqualify the performance.

5.3 Non-Beneficial Breakdowns on Pinball are OK

If a breakdown does not favor the player and even makes the game more difficult, the player is allowed to continue. The reasoning is that a player who scores high against harder-than-normal playing conditions certainly has earned his high score. This rule is especially appreciated by players who break down on their last ball when they have a world class score going.

5.4 Fixing Broken Down Games between Balls

It is sometimes possible to fix the pinball machine between balls during the same game. Before the next ball is launched from the shooter lane, you can open the game and fix simple things. This is allowed as long as no points are accidentally added during the fix.

5.5 Fixing the Machine while a Ball is Still in Play

The player catches the ball on the flipper and says, "Hey, come over and fix this before I continue." Unfortunately, this will not work on many modern pinball machines. When you open the coin door, a switch automatically de-energizes all the high power coils including the flippers. When the door opens, the flipper will drop and the ball will be lost.

There is a work around to this if you plan ahead. You can wire this interlock switch such that it remains closed

even when you open the door. This would allow some repairs to be made while the ball is in play.

5.6 Video Game Breakdowns

In video games, there are only disadvantageous breakdowns – power failures or computer glitches. In every case, the game is over and your protests are fruitless, unless you were videotaping the performance and Twin Galaxies can follow on film the entire progression of your game.

6. Games Played in People's Basements

This is a new development we didn't have to face in the early 1980s. But, with all the classic collectors wanting to submit scores on their pet games, we have face this issue and set a standard.

This presents a problem because scores can be manipulated by shifting some games into certain test modes. Also, higher scores can be attained by playing at easier difficulty settings. It is then a simple matter for the player to photograph the dishonest score and submit it. As more and more collector's submit scores achieved in home arcades, the importance of the arcade technician's signature becomes greater.

6.1 Witnesses in the Basement

If the player brings three witnesses together – approved by Twin Galaxies ahead of time – to watch the actual playing of the game, we will accept the score. They have to open the game and verify that the settings match up with the manual. The usual photograph is required, of course. This offer is not available if this involves a "mature" game. This has to be arranged ahead of time through Twin Galaxies so the situation can be thoroughly examined.

7. Technician's Signature

Technical verification of the game settings is absolutely required for arcade video games and arcade pinballs. Since most games are not already placed on Twin Galaxies Tournament Settings, the technician must be instructed to set the game according to the standards listed in the scores section.

7.1 Technician should Adjust Settings before Game

If you are a serious player who is going after a record, you should have the arcade management inspect the game ahead of time to ensure that it matches the required settings listed in this book.

7.2 Technicians should Verify after Game

If you have just achieved a great score, you must have the technician open the game and see what settings it had been set on. If the settings were not TGTS, then you must play again, this time on the correct settings.

8. How to Challenge Any Score

8.1 Peer-Reviewed

Because it is so easy to submit scores that are not real, Twin Galaxies asks the players to help monitor the scores that are submitted by other players.

In a public contest, the players monitor each other during the tournament because they are in competition with each other. Unfortunately, scores that are not submitted under the auspices of a contest are less reliable. In the past, the best players would help Twin Galaxies verify scores by calling new players and asking them strategic questions about their performances. This procedure routinely uncovered dire plots to submit untruthful scores – especially when the scores were sent in from distant places which were not easy to monitor.

8.2 Pinball Cannot be Challenged

Since so much chance is involved when attaining a high score on pinball, a replay does not prove whether the claimed score is genuine or not. To perform due diligence on verifying pinball scores, Twin Galaxies requires the witnesses, technician's signature and photographs as adequate verification.

8.3 Challenging a Video Game Score

If you send in a video game score, be prepared to back it up in front of the Marines, the Police Chief and City Hall (just kidding). The procedure for proving your score is genuine is called "challenging." If you look at the text on the high score submission sheet reproduced in the chapter titled "How To Get in the Next Edition of this Book," you'll see that every player is required to submit to challenges.

Challenging works on the premise that any video game score that has been achieved once, can be duplicated again, simply because videogaming relies on memorization and not on once-in-a-lifetime luck. When a player successfully replays, he effectively removes all doubt surrounding his performance. Once you've faced down a challenge, no one can ever challenge that score again because you've proven yourself and we don't allow a second challenge on the same score.

This program of challenging scores is Twin Galaxies' biggest asset. Time and time again, the players have helped Twin Galaxies weed out false video game scores. For video game scores, however, the challenged player has to replay their game in front of many witnesses and, sometimes, the media.

Twin Galaxies has staged some well publicized media events involving players replaying in front of crowds and walking away a hero with a new high score. The

media loves this. There's something heroic about a loner who has to prove himself to the town and to his loved ones. The player is viewed as a hero when he stands up to his detractors and proves his word is true.

And then there are the people who go into hiding because their bluff has been called.

8.4 Challenging Statement on Submission Form

According to scoreboard rules, my score can be challenged by another player who has just cause to believe that my score is not correct or that the settings were not TGTS. The challenger must be a contender on this same game. If challenged, I agree to replay my game in my own town in front of witnesses approved by the Twin Galaxies Intergalactic Scoreboard. If I refuse to replay my game, I understand that Twin Galaxies has the right to remove my score from the record book. The replay must be completed within one year. Or, to be published, it must be replayed in time for the deadline of the next edition of *Twin Galaxies' Video Game & Pinball Book of World Records* or the score may be deleted from the book. I understand that I am welcome to unlimited attempts at replaying before the book deadline. I sign this form with the understanding that my score can be challenged only one time and accept this condition.

8.5 Who Can Challenge Your Score

Scores cannot be challenged frivolously. A challenger must have a reasonable complaint for the challenge to be considered. Also, the challenger must be a contender on the same game in question. This means that a *Zaxxon* player must be challenging *Zaxxon* scores and not *Rampage* scores.

8.6 Steps to Challenge

1. Send your challenge in writing. Explain the reasons why you believe this player should prove their score via a public replay.

2. A player's score can be challenged only once. If, during a replay, the challenged player gets 90% of their claimed score, they are awarded the score – unless the game in question is a "mature" game.

3. The challenger must also be a contender on the game in question. The challenger must have an adequate working knowledge of the game and be able to cite reasons why he suspects the validity of the score in question.

4. The person being challenged will be notified along with the arcade they achieved the score.

5. The challenged player must notify Twin Galaxies when they plan to replay their game so the Scoreboard can coordinate the media and arrange the witnesses. An arcade should not set up a challenge without Twin Galaxies' prior knowledge or the results may not be recognized as valid.

6. Twin Galaxies reserves the right to coordinate the witnesses. This right is not granted to the players involved.

7. Be aware that Twin Galaxies tries to group challenges together as single events. For instance, in 1983, all the different *Ms Pac-Man* players who wanted to prove their scores came together as a group to be monitored and verified simultaneously.

8. If a score is in serious doubt, it may be held in temporary limbo and withheld from the magazines and media. If the player does not replay in time for the deadline of the next edition of *Twin Galaxies' Video Game & Pinball*

Book of World Records, it may be deleted entirely from the book.

9. If the player refuses to replay, it will be considered enough reason to declare the score false and remove it from the Scoreboard.

10. Though the final power to remove a score is retained by Twin Galaxies, the decision will be reached through a panel of other players who are also world-level players on the same game.

Part II:

The Scores

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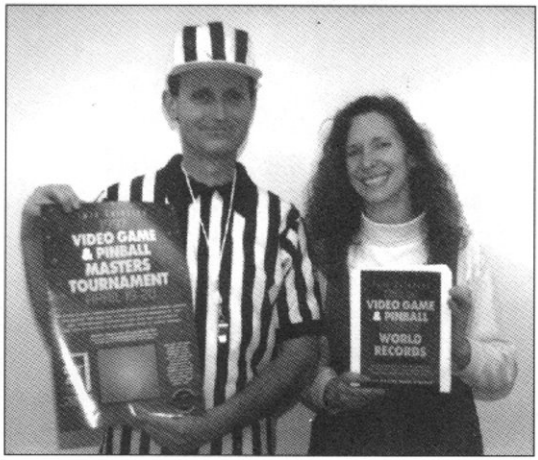

Walter Day and **Deborah Roberts**, electronic game referees at the Twin Galaxies Intergalactic Scoreboard.

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The Champions of Video Games & Pinball

To supplement Twin Galaxies' archives of scores from the classic era, many contributions have been received from magazines and manufacturers as well as from numerous scoreboards operating on the Internet. Please go to the Acknowledgements at the front of the book to find this list of donors along with their Internet addresses.

You may notice that the text lay-out is slightly different from category to category, depending on how much information we were able to gather on each score. The intent of this book is to eventually gather "complete" information on each score submitted to Twin Galaxies.

As of this edition, only the arcade section includes listings that are somewhat complete. A complete listing includes the score, the player's name, the name and address of the arcade and the date the score was achieved. Unfortunately, home game and pinball listings in this first edition mention only the player's name and score. In the case of a few Playstation and Sega listings, an Email address has been accepted as the player's official "whereabouts." And, as you'll notice in the Computer War Strategy

section, some listings include only the players' initials.

Here is a "complete" listing for a game – in this case, a fighting game – with "Paul" as the chosen character:

5,340 (Paul)	Jim Smith	Zap Video Arcade; Ames, IA	5/12/97

As you can see, the score (with the name of the fighting character in parenthesis) is follwed by the player's name, the name and address of the arcade the game was played in and the date of the game.

Listed beneath each game title are the difficulty settings (Twin Galaxies Tournament Settings; TGTS) you must follow in order for a score to qualify for publication in this book.

Steps to ensure that your game is accurately placed on the correct settings are laid out in the section entitled, "How to Get in the Next Edition of this Book."

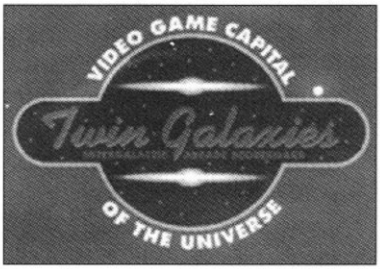
If your favorite game has not been listed in this edition, please contact the editors and submit your verified scores. More categories will be included in the second edition of this book, including network games, which will be given their own section along with a greatly expanded offering of PC games.

If you have achieved a score that beats the scores listed in this edition, then it's time you sent in your own high score and joined the approximately 12,000 champions already honored in this book.

Though this edition presently carries up to 250th place on a few games, Twin Galaxies promises to continue listing at least the top ten scores on every game in all future editions.

II Arcade Games

Video Game Scores:



3-D Golf

Ocean Point:

+11	Robert Rosenow	Fun-Attic; Springfield, MO	4/97
+14	Chris Cox	Fun-Attic; Springfield, MO	4/20/97

005

Diff: factory settings

1,000,290	Jim Iaquinta	Bun N Games; Kenosha, WI	9/15/82

720

527,100	Ron Perelman	Camelot Arcade; Anaheim, CA	6/17/87

1942

12,172,270	N. Watson	Bridlington, U.K.	–
11,970,360	Jack Chen	Le Fun Arcade; Austin, TX	10/17/86

1,907,780	Dwayne Richard	Grand Prarie, AB, Canada	8/15/85

1943

2,947,360	Brian Chapel	Mesa, AZ	6/23/88

Aeroboto

Diff: factory settings

3,272,900	Charles Dahling	Space Station; Anchorage, AK	1/20/85

AfterBurner II (Sega 1986)

Diff: #4-hardest; Start: 3 ships

68,588,000	November Kelly	Tokyo, Japan	8/7/88
505,050	Jimmy Cardenas	Exhilirama; Vorhees, NJ	4/20/97

AfterBurner II Deluxe (Sega 1987)

Diff: hardest; Start: 3 fighters; Bonus: 1 fighter at 3 million points

Note: Buy-ins are accepted because game ends when you land on aircraft carrier on level 23.

Air Combat 22 (Namco 1996)

Diff: "B;" Start: time set by difficulty setting; Three Modes: Regular Fighter, Dog Fight, Top Gun

Note: "Dog Fight" mode allows buy-ins because the game has an inevitable end.

701,700 (Top Gun)	Chris McMaster	Cool World; Wilmington, NC	4/97
55,639 (Regular Fighter)	Andrew Mercier	Cool World; Wilmington, NC	4/20/97

Alcon

Diff: factory settings

838,050	Gary Hatt	Golfland Arcade; El Monte, CA	4/25/87

Alien Attack

Diff: factory settings

4,930	Tim McVey	Skateland; Ottumwa, IA	7/20/82

Alien Gun #3 (Sega 1993)

Diff: #4-normal/factory

Alien Syndrome

Diff: factory settings

2,269,200	Donn Nauert	Orange, CA	2/2/88
459,600	Jim Jung	Camelot; Anaheim, CA	6/16/87

Alien vs. Predator

Diff: #4-medium/factory; Extend: 100,000 points/factory
Note: Allow only 1 player against computer.

Alpine Ski (Taito)

Diff: none; Start: 2 minutes; Bonus: successful jump 800 to 2,000 points; 1st Gametime Extension: 10,000, 2nd at 20,000

500,774	Eric Olofson	Earth Station; Antioch, CA	11/23/82
389,000	Warren Conners	Aladdin's Castle; Burlington, IA	9/13/82
241,525	John T. Gordon, III	College Station, TX	7/2/85
221,000	Ray Bersabe	Golfland USA; Milpitas, CA	6/7/82
174,000	Randy Hansen	Bun N Games; Racine, WI	5/7/82
133,263	Cary Sinnett	Space Station; Anchorage, AK	7/2/85

Alpine Racer 1

Diff: #C/factory

Novice Level:

Speed Race:

1:27.314	Frank Bryan	High Voltage Arcade; Calif. Univ. of Pennsylvania	4/20/97
1:27.314	Darrin Nichols	High Voltage Arcade; Calif. Univ. of Pennsylvania	4/20/97
1:27.314	Herb Branan	High Voltage Arcade; Calif. Univ. of Pennsylvania	4/20/97

Gate Racing:

1:29.8634	Rick Olshefski	High Voltage Arcade; Calif. Univ. of Pennsylvania	4/20/97

Intermediate:

Speed Racing:

1:31.038	Rick Olshefski	High Voltage Arcade; Calif. Univ. of Pennsylvania	4/20/97

Expert Level:

Speed Racing:

1:55.754	Rick Olshefski	High Voltage Arcade; Calif. Univ. of Pennsylvania	4/20/97

Gate Racing:

2:02.902	Ken Patrick	High Voltage Arcade; Calif. Univ. of Pennsylvania	4/20/97
2:04.441	Dave Gilpin	High Voltage Arcade; Calif. Univ. of Pennsylvania	4/20/97

Alpine Racer 2 (Namco)

Diff: #C/factory

Note: Choose between three skiers: "Racing Skier," "Free Skier," or "Mogul Skier." Then choose between "Speed" or "Gate Racing." Then select between "Technical" or "High Speed" course. Scores for "High Speed" are measured in time while "Gate" is measured by flags and time.

Warning: Make sure the game's score log have been cleared out.

Technical Course – Speed Racing:

1:43.820	Chris Grafton	Cool Crest; Independence, MO	4/20/97
1:46.955	Michael Bokonich	Cool Crest; Independence, MO	4/20/97
2:04.901	Jason Todd	Red's; Edmonton, AB, Canada	4/20/97

Alpine Surfer (Namco 1996)

Game Time Setting: standard/factory

Note: Choose between "Novice" and "Expert" courses and "Free Ride" or "Gate." Scoring the "Gate" requires counting number of gates; "Free Ride" is measured in time.

Amidar

Diff: none; Start: 3 men; Bonus: 1 at 50,000 and then every 80,000 points

19,225,030	Todd Lamb	Pot of Gold; Kenosha, WI	10/1/83
18,201,100	Joe Barrett	Pot of Gold; Kenosha, WI	8/13/82

Anteater

219,320	Freddie Morrish	Electric Pazzazz; Trail, BC, Canada	10/9/83
171,110	Tracey Miller	Bun N Games; Kenosha, WI	2/19/83

APB

1,002,324	Greg Gibson	Placentia, CA	1/23/88

Arabian

Diff: factory settings

219,750	Chuck Futtrell	Galaxy Arcade; Alta Loma, CA	11/24/84

Area 51 (Atari)

Diff: medium/factory; End Game Looping: "Off" – set it so the game does not roll over and does not start over again; Secret Rooms: "On"

Note: One player plays at a time. Multiple buy-ins are allowed until the game reaches the end. Whoever has the highest score at the end of the game has the record.

1,665,775	Dan Finch	High Voltage Arcade; Calif. Univ. of Pennsylvania	4/20/97
324,700	Frank Bryan	High Voltage Arcade; Calif. Univ. of Pennsylvania	4/20/97
321,475	Michael Walker	Cool Crest; Kansas City, MO	4/20/97
314,075	Herb Branan	High Voltage Arcade; Calif. Univ. of Pennsylvania	4/20/97
277,750	Ryan Gregor	Cool Crest; Independence, MO	4/20/97
269,000	Aaron Van Buren	Fun-Attic; Springfield, MO	4/20/97
213,050	Nick Galasso	Exhilirama; Vorhees, NJ	4/20/97
74,925	Amber McAnally	Fun-Attic; Springfield, MO	4/20/97

Arkanoid

1,165,910	Stephen Krogman	Pompano Beach, FL	1989
1,366,640	Mike Chase	Houston, TX	9/23/87
1,295,420	Joseph Feldt	Los Angeles, CA	1/18/87
160,630	Tony Oddo	Exhilirama; Vorhees, NJ	4/20/97

Araknoid Returns

709,640	Dwayne Richard	Grand Prairie, AB, Canada	9/25/90

Arm Wrestling

781,030	Mark Haber	Aladdin's Castle #192 Pacific Palisades, CA	6/28/86

Armor Attack (Cinematronics)

Diff: none; Start: 3 Jeeps; Bonus: unlimited, 1 Jeep for every five copters destroyed

Single Player:

2,009,000	Tom Larkin	Fantasia; Dayton, OH	9/25/82

Doubles:

2,257,850	Paul Hall & Derek Davis	Scoop's Ice Cream Parlor; Stillwater, OK	4/2/82

Armored Car

Diff: factory settings

101,010	Roger Isetts	Bun N Games; Kenosha, WI	3/1/83

Asteroids (Atari)

Diff: none; Start: 3 ships; Bonus: 1 ship every 10,000 points
Note: there is an enhanced chip in circulation which speeds up the rate of scoring.

Marathon:

41,336,440	Scott Safran	All-American Billiard Co.; Newton, PA	11/13/82
40,101,910	Leo Daniels	Ocean View Corp.; Carolina Beach, NC	2/6/82

30,100,100	Dennis Hernandez	Geneva, NY	–
20,307,890	Mike Titus	Chino, CA	3/12/82

Asteroids Deluxe (Atari)

Diff: none; Start: 3 ships; Bonus: 1 ship every 10,000 points (Note: Game includes a shield instead of hyperspace.)

2,240,120	Leo Daniels	Ocean View Amusements; Carolina Beach, NC	9/83
2,117,570 (5 hrs)	Kevin Gentry	Court Jester; Lake Charles, LA	12/29/81

Astro Blaster (Sega)

Diff: none; Start: 3 ships; Bonus: no extra ships

299,100	Gus Pappas	Cosmic Palace; Napa, CA	11/20/82

Astro Fighter

Diff: factory settings

18,280	Robby Jensen	Bun N Games; Kenosha, WI	2/15/83

Astro Invader

Diff: factory settings

39,880	Brian Miller	Bun N Games; Kenosha, WI	1/1/83

Aztarac

Diff: factory settings

142,390	Dennis Bartlett	Twin Galaxies; Ottumwa, IA	2/11/84

Baby Pac-Man (Midway)

8,123,380	Larry Shepard	Twin Galaxies, Ottumwa, IA	1/2/86
6,685,130	Richard Sattilaro	Edison, NJ	5/1/83

2,037,342	Don Barclay	Nacogdoches, TX	3/1/83
1,196,560	Jose Pelegio	Miami, FL	7/2/85
1,220,800	Tim Uyeda	Aladdin's Castle #91; Torrace, CA	–

Badlands

146,080	Gary Hatt	Aladdin's Castle; Monrovia, CA	6/26/86

Bagman (Stern 1983)

Diff: factory; Extra balls received

6,840,850	Jerry McCloskey	Family Fun Ctr; Penticton, BC, Canada	8/2/83
3,333,300	Mark Robichek	Sunnyvale, CA	8/2/83
262,700	Mike Miller	Kenosha, WI	4/3/83

Bank Panic

Diff: factory settings

9,999,999	Gary Hatt	Golfland Arcade; El Monte, CA	5/27/87

Banzai Run

16,810,890	Jim Killy	Huntington Beach, CA	7/24/88

Battle Slug (SNK 1996)

Continuation: "No"

24,000	Bill Toups	Fun-Attic; Springfield, MO	4/20/97
19,000	Alan German	Fun-Attic; Springfield, MO	4/20/97
9,000	Amber McAnally	Fun-Attic; Springfield, MO	4/20/97

Battlezone

Diff: hard-#3; Start: 3 tanks; Bonus: 1 tank at 10,000 and

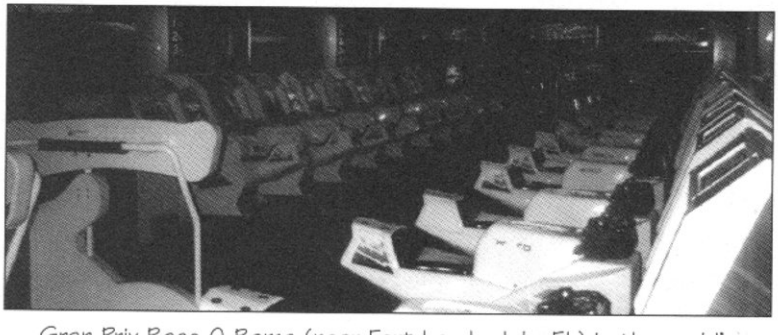
100,000 points
NOTE: Missile should appear by 10,000 points.

21,851,000	Jack Haddad	Golfland USA; Sunnyvale, CA	5/5/83
12,009,000 (12 hrs)	Ken Chevalier	Star Station 101; Atascadero, CA	2/20/82
10,000,000	David Palmer	Auburn, CA	7/2/85
9,855,000	Steve Ritger	Time Out Arcade; Springfield, VA	3/12/83
5,899,000	Mike Johnson	Phil's Family Fun Ctr; Lakewood CA	4/3/82
5,617,000	Sam Blackburn	Wilmington, NC	8/26/82

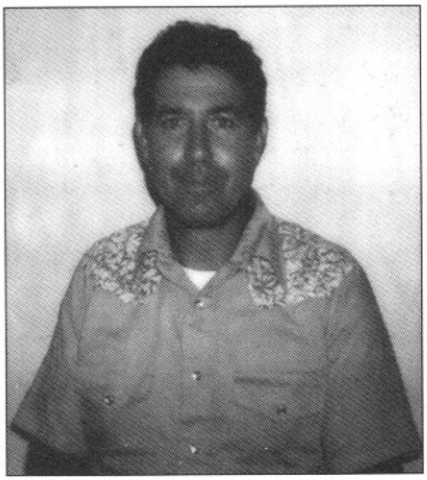
BEGA'S BATTLE

120,000	Steve Harris	Gladstone, MO	7/18/83

BERZERK – FAST BULLETS (Stern)
Diff: none; Start: 3 men; Bonus: 1 man at 5,000 and at 10,000 points



Gran Prix Race-O-Rama (near Fort Lauderdale, FL) is the world's largest arcade with 1,100 electronic games on its floor. Since 1983, Gran Prix has supplied Twin Galaxies with some of its greatest stars: **Chris Ayra**, **Billy Mitchell**, **Stephen Krogman**, **Jason Wilson**, **Danny Rodriguez** and **Phil Blanchard** to name just a few.
(Photo courtesy of Stephen Krogman)



Ronald K. Bailey, of Shelby, NC, photographed on the day he made history by scoring ***104,000+ points*** on *Berzerk*.

NOTE: Bullets are fast and Evil Otto is very slow.

224,880	Chris Ayra	Miami, FL	4/23/94
104,680	Ron K. Bailey	Shelby, NC	6/30/84
76,850	Joel West	Shelby, NC	8/26/82

BERZERK – SLOW BULLETS (Stern)

Diff: none; Start: 3 men; Bonus: 1 man at 5,000 and at 10,000 points

NOTE: Bullets are slow and Evil Otto is very fast.

178,500	Ron Bailey	Putt Putt Golf; Shelby, NC	8/30/82
59,770	Glenn Dickenson	Twin Galaxies; Kirksville, MO	4/5/82
46,450	Walter Day	Twin Galaxies; Kirksville, MO	12/26/82

BIG BAT (Midway 1990)

Non-Video Arcade Game:

20 runs	Walter Day	Twin Galaxies; Fairfield, IA	8/25/95
18 runs	Andrew Gallagher	Putt Putt Golf; Fairfield, IA	4/20/97

18 runs	Daniel Mescon	Putt Putt Golf; Fairfield, IA	4/20/97
17 runs	Randy Roe	Putt Putt Golf; Fairfield, IA	4/20/97
14 runs	Sherri Mason	Putt Putt Golf; Fairfield, IA	4/20/97
10 runs	Mitra Muehlman	Putt Putt Golf; Fairfield, IA	4/20/97
9 runs	Michael Macey	Putt Putt Golf; Fairfield, IA	4/20/97
6 runs	Steven Harris	Putt Putt Golf; Fairfield, IA	4/20/97
6 runs	Nick Johnson	Putt Putt Golf; Fairfield, IA	4/20/97

Big Guns

58,234,100	Jelly Cartegna	New York, NY	–

Big Run (Jaleco)

Diff: #4-most difficult; Continue: "Not To Be Used;" Car Setting: vulnerable

Black Widow

930,100	James Vollandt	Starship Video; Upland, CA	5/1/84
926,050	David Rotramel	Overland Park, KS	4/23/84

Blaster (Williams, 1983)

92,346,500	Dwayne Richard	Grand Prairie, AB, Canada	–

Blasteroids

2,773,840	Mark Twitty	Garden Grove, CA	4/20/88

Block Out

Diff: medium; Start: none; Bonus: none

Blueprint (Midway)

Diff: #2. Start: 3 Men. Bonus: 1 more at 30,000 points
Note: Set Maze Monster to appear on 2nd maze.

126,900	Yashiro Oda	Flipper's Gold; Ann Arbor, MI	2/2/84

Borderline (Sega)

Diff: none; Start: 3 Jeeps; Bonus: 1 more Jeep at 20,000

Bosconian (Midway)

Diff: rank "A;" Start: 3 fighters; Bonus: unlimited, 1 at 20,000 and 70,000 and then every 70,000
Note: Rapid Fire Mode set to "On."

2,913,510	Ken McLeod	Quintool Amusements; NS, Canada	2/24/83
622,000	John Kolen	Electromania Arcade; Santee, CA	8/1/82
615,490	Frank Rion	Anchorage, AK	7/2/85
442,400	Peter Zemke	Bun N Games; Racine, WI	7/5/82
185,000	Gary Splawn	Mini Golf N Games; Gastonia, NC	4/27/82

Boxing Bugs (Cinematronics)

Diff: none. Start: 3 cannons. Bonus: limited, 1 more cannon at 50,000 and 100,000 points

2,026,222	Richard Lewis	Bun N Games; Janesville, WI	4/15/83

Breakout

Diff: factory settings

1,029	Robby Jensen	Bun N Games; Kenosha, WI	2/28/83

Bubble Bobble

Diff: #2-medium/factory; Start: 3 plays; Bonus: 1 at 30,000, 100,000 and 400,000 points

5,823,600	Tom Gault	Duluth, MN	3/4/88
3,271,490	Clint Shuster	Galaxy Arcade; Rancho Cucamonga, CA	2/14/87

Bubbles (Williams)

Diff: #5; Start: 3 bubbles; Bonus: 1 more bubble every 25,000 points

1,365,970	Joe Malasarte	Anchorage, AK	7/2/85
1,364,360	Mark Bersabe	Golfland USA; Milpitas, CA	4/12/84
725,360	Tim Collum	Video City; Dayton, OH	8/25/83
197,510	Mark Sellers	Grand Rapids, MI	8/25/83
146,030	Tom Overly	Ada, MI	8/25/83
121,050	Roogie Elliot	Lake Odessa, MI	8/25/83
120,500	Gary Lubitz	Lake Odessa, MI	8/25/83
118,380	Sean Duross	Lake Odessa, MI	8/25/83
108,190	Mike Gutierrez	Lake Odessa, MI	8/25/83
90,410	John Sellers	Grand Rapids, MI	8/25/83
83,550	Annette Roth	Lake Odessa, MI	8/25/83
49,310	Steve Stanger	Lake Odessa, MI	8/25/83

Buck Rogers (Sega)

Diff: #2; Start: 3 ships; Bonus: limited, 1 ship at 20,000 points

Note: Always start new game at zero points.

1,016,495	Kelly Keenan	Fun N Games; Santa Maria, CA	4/12/84
731,030	Bruce Borsato	Electric Pizaaz; Trail, BC, Canada	5/19/83
205,345	Mike Ternasky	Video Paradise; San Jose, CA	8/25/83
106,167	Tony LaVigna	Video Paradise; San Jose, CA	8/25/83

31,911	Steve Stanger	Lake Odessa, MI	8/25/83

Bump N Jump (Midway)

Diff: #3-hardest; Start: 3 cars; Bonus: limited, 1 car at 30,000 points

2,413,182	Bob Hastings	Tokens Video Arcade; Lansing, IL	4/6/84
1,971,000	Mike Ternasky	Golfland USA; Milpitas, CA	5/25/83
421,760	Chris Cummins	Aladdin's Castle #262; Oil City, PA	–
322,664	James Heroux	Oshawa, ON, Canada	7/2/85
232,492	Mike Gaffin	San Jose, CA	4/27/83
186,380	Gary Hatt	Ontario, CA	–

Burgertime (Midway)

Diff: #1; Start: 3 chefs; Bonus: unlimited, 1 chef every 20,000 points with a bonus pepper at end of each round

5,882,950	Darren Kennedy	Bally's Great Escape; Lakewood, CA	8/12/83
4,978,550	Bill Mitchell	Ft Lauderdale, FL	7/2/85
4,163,250	Chuck Coss	Aladdin's Castle; Steubenville, OH	8/23/83
1,081,900	Franz Lanzinger	Golfland USA; San Jose, CA	11/1/82

Bust-A-Move (Taito NEO-GEO)

Diff: #6/factory

Note: Player can buy-in until inevitable end of game arrives.

8,786,240	Sheila Van Buren	Fun-Attic; Springfield, MO	4/20/97
1,530,090	Benjamin Martinez	Playtime Arcade; Woodland, CA	4/20/97
1,468,490	Larry Whalen	Playtime Arcade; Woodland, CA	4/20/97

Captain America & the Avengers (Data East)

Diff: #3-hard; Start: 3 lives

496,801 (Ironman)	Josh Bycer	Exhilirama; Vorhees, NJ	4/20/97
133,401	Josh Bycer	Exhilirama; Vorhees, NJ	4/20/97

Car Hunt (Sega)

Diff: none; Start: 3 cars; Bonus: none

Carnival

221,780	David Schooling	Plaza Bowl; Warrensburg, MO	8/15/82

Catch-22/Combat (Data East)

9,315,350	Travis Stewart	Aladdin's Castle; Marshalltown, IA	6/27/87
4,532,950	Douglas DePirro	Aladdin 's Castle #386; Anderson, IN	6/28/86

Centipede (Atari)

Diff: #3 hard; Start: 3 shooters; Bonus: 1 shooter every 12,000 points

Perry Rodgers attempts to break the world record of **25 million points** on *Centipede* as part of a fund-raiser for the Napa, CA, Chapter of the American Red Cross on May 19, 1985. *(Photo courtesy of Richard Schlosser)*

WARNING: Witnesses must watch the score turn over at every million points.

5,500,000	G. Ben Carter, Jr	Aladdin's Castle #465; Fremont, NE	6/28/86
4,444,444	James Schneider	Oakland, CA	7/2/85
4,421,232	Joesoef Rijanto	Capt Video; Los Angeles CA	4/7/82
3,058,437	Sterling Ouchi	Phil's Family Fun Ctr; Lakewood, CA	4/3/82
1,244,825	Darren Olsen	Calgary, AB, Canada	7/2/85

CERBERUS (Cinematronics)

101,500	Robert Haukup	Arnold's on the Ave.; Seattle, WA	6/27/85

CHALLENGER

Diff: factory settings

349,700	Joe Startz	Bun N Games; Kenosha, WI	2/28/83

CHAMPION BASEBALL (Sega 1983)

1,130,560	Gus Pappas	Upland, CA	11/8/83

CHANGE LANES

Diff: factory settings

3,208,112	Stephen Beall	Fun N Games; Santa Maria, CA	12/26/83

CHEYENNE GUN

SPECIAL NOTE: All scores dated 1/13/85 were achieved during the Twin Galaxies' Coronation Day Ceremonies at the Captain Video Arcade in Los Angeles, CA.

319,209,350	Donn Nauert	Gold Mine Arcade; Austin, TX	1/27/85
66,341,100	Mike Sullivan	Riverside, CA	7/2/85
61,587,000	Phil Britt	Riverside, CA	1/13/85

43,770,000	Jeff Peters	Etiwanda, CA	1/13/85
40,351,950	Jack Gale	N. Miami Beach, FL	1/13/85
8,899,200	Roy Shildt	Westwood, CA	1/13/85
8,073,600	Gary Hatt	Monrovia, CA	1/13/85
7,852,400	Joe Janiec	Anchorage, AK	1/13/85
5,116,850	Landon Rothstein	Coram, NY	1/13/85
1,449,100	Chris Emery	Winnipeg, MB, Canada	1/13/85
1,264,700	Mark Alpiger	Louisville, KY	1/13/85
1,152,400	Steve Beall	Santa Maria, CA	1/13/85
894,050	Mike Ward	Madison, WI	1/13/85
733,850	Tim Williams	Moscow, ID	1/13/85
362,950	Chris Ayra	Miami, FL	1/13/85
319,200	Ben Gold	Dallas, TX	1/13/85
300,000	Kevin Pollock	Claremont, CA	1/13/85
167,000	Tom Asaki	Los Alamitos, CA	1/13/85
107,750	Kelly Kobashigawa	Los Angeles, CA	1/13/85
86,850	Perry Rodgers	Napa, CA	1/13/85
84,450	Dwayne Richard	Grand Prairie, AB, Canada	1/13/85
19,800	Tony Weiner	Tarzana, CA	1/13/85

Cheyenne Gun wins Twin Galaxies' "Game of the Year" co-Award at Captain Video in Los Angeles, CA, on January 13, 1985. **John Barone** accepts the award on behalf of Exidy, Mfg., from **Cathy Silvers**. Nintendo's **Jerry Momoda** looks on. *(Photo courtesy of Chris Ayra)*

Choplifter

Diff: factory settings

1,781,000	Charles Collins	Aladdin's Castle #6; Madison, WI	6/27/86

Cliffhanger

1,180,020	Steve Harris	Bob's IGA; Kansas City, MO	11/5/83

Cloak & Dagger

Diff: factory settings

1,294,881	Charles Dahling	Space Station; Anchorage, AK	8/31/84

Colony 7 (Taito)

Diff: none; Start: 3 colonies; Bonus: limited; 1 colony at 30,000 points

Commando (Data East)

2,552,100	Jeff Peters	Jamse Games; Upland, CA	7/2/85
835,700	Jeff Wakefield	Aladdin's Castle #427; Loveland, CO	6/28/86
100,900	Donn Nauert	Red Cross Tournament; Napa, CA	5/19/85
99,400	Bo Rice	Red Cross Tournament; Napa, CA	5/19/85
75,700	David Presley	Red Cross Tournament; Napa, CA	5/19/85

Congo Bongo

883,400	Tim Collum	7-11 Store; Nacogdoches, TX	9/3/83
379,500	Steve Harris	Gladstone, MO	7/2/85
230,960	Todd Walker	Video Paradise; San Jose, CA	8/25/83
132,780	Troy Kindred	Video Paradise; San Jose, CA	8/25/83

125,680	Mark Sellers	Grand Rapids, MI	8/25/83
73,670	Mark Bersabe	Video Paradise; San Jose, CA	8/25/83

Contra

2,021,400	Jim Hernandez	Newark, CA	11/12/87
1,483,000	Greg Gibson	Camelot; Anaheim, CA	6/16/87

Cosmic Alien

Diff: factory settings

105,310	Ben Smestad	Bun N Games; Kenosha, WI	4/4/83

Cosmic Avenger

Diff: factory settings

117,290	Wes Hupp	Lost Dutchman; Monrovia, CA	11/17/82

Cosmic Chasm (Cinematronics)

Diff: #2-hard; Start: 3 ships; Bonus: unlimited, 1 ship every 40,000 points

Crackshot

4,885,140	Pat Harmon	Aladdin's Castle #485; Auburn, AL	6/28/86

Crazy Climber (Taito)

Diff: none; Start: 3 climbers; Bonus: limited, 1 climber at 30,000 points

482,650	William Lee	Buena Park, CA	8/26/82

Crossbow (Exidy)

19,885,500	Donn Nauert	Market Basket; Austin, TX	7/18/84

2,888,000	Kenneth Murphy	Space Station; Anchorage, AK	7/2/85
1,376,000	Tracy Simpson	World Class Amusements; Wilmington, NC	6/30/84

Cruisn the World (Midway 1996)

Diff: #5/factory; Steering Sensitivity: 3/factory; First Place Award: "Off;" Start Time Bonus Seconds: maximum/90 seconds; Check Point Bonus: 20 seconds/factory

World:

25:25.83	John Ross	Playtime Arcade; Woodland, CA	4/20/97

Africa:

1:37.27	Alex Kaminski	Playtime Arcade; Woodland, CA	4/20/97
1:42.78	John Ross	Playtime Arcade; Woodland, CA	4/20/97
1:45.12	Omar Davila	Playtime Arcade; Woodland, CA	4/20/97

Australia:

1:34.43	Mike Cotner	Playtime Arcade; Woodland, CA	4/20/97
1:35.27	John Ross	Playtime Arcade; Woodland, CA	4/20/97
1:35.34	Omar Davila	Playtime Arcade; Woodland, CA	4/20/97
1:36.20	Doug Buckmaster	Playtime Arcade; Woodland, CA	4/20/97
1:41.20	Erik Mendoza	Playtime Arcade; Woodland, CA	4/20/97

China:

1:35.99	Scott Emlaw	Playtime Arcade; Woodland, CA	4/20/97
1:36.27	Alex Kaminski	Playtime Arcade; Woodland, CA	4/20/97
1:39.25	Jeremy Hill	Playtime Arcade; Woodland, CA	4/20/97
1:40.72	John Ross	Playtime Arcade; Woodland, CA	4/20/97
1:40.83	Myles Golden	Playtime Arcade; Woodland, CA	4/20/97
1:44.14	Danny Arizaga	Playtime Arcade; Woodland, CA	4/20/97
1:47.98	Jose Garcia	Playtime Arcade; Woodland, CA	4/20/97
1:50.34	John Ross	Playtime Arcade; Woodland, CA	4/20/97

1:57.54	Frisco Martinez	Playtime Arcade; Woodland, CA	4/20/97
2:09.34	Angel Martinez	Playtime Arcade; Woodland, CA	4/20/97

Egypt:

1:39.01	Alex Kaminski	Playtime Arcade; Woodland, CA	4/20/97
1:40.32	Quentin Lee	Playtime Arcade; Woodland, CA	4/20/97
1:42.07	John Ross	Playtime Arcade; Woodland, CA	4/20/97
1:43.72	Alfonso Trejo	Playtime Arcade; Woodland, CA	4/20/97
1:43.72	Danny Arizaga	Playtime Arcade; Woodland, CA	4/20/97
1:46.12	Myles Golden	Playtime Arcade; Woodland, CA	4/20/97
1:49.32	Brian Holcomb	Playtime Arcade; Woodland, CA	4/20/97
1:56.07	Omar Davila	Playtime Arcade; Woodland, CA	4/20/97

England:

1:38.94	Joseph Kelly, Jr	Playtime Arcade; Woodland, CA	4/20/97
1:40.69	Colum Malec	Playtime Arcade; Woodland, CA	4/20/97
1:42.09	John Ross	Playtime Arcade; Woodland, CA	4/20/97
1:51.03	Douglas Davis	Playtime Arcade; Woodland, CA	4/20/97
1:53.87	Angel Martinez	Playtime Arcade; Woodland, CA	4/20/97

Florida:

1:32.43	John Ross	Playtime Arcade; Woodland, CA	4/20/97

France:

1:40.70	Colum Malec	Playtime Arcade; Woodland, CA	4/20/97
1:42.65	Myles Golden	Playtime Arcade; Woodland, CA	4/20/97
1:42.67	Alex Kaminski	Playtime Arcade; Woodland, CA	4/20/97
1:45.63	Danny Carrillo	Playtime Arcade; Woodland, CA	4/20/97
1:46.56	John Ross	Playtime Arcade; Woodland, CA	4/20/97
1:47.89	Ian Lackie	Playtime Arcade; Woodland, CA	4/20/97
1:51.27	Omar Davila	Playtime Arcade; Woodland, CA	4/20/97

Germany:

1:45.36	Colum Malec	Playtime Arcade; Woodland, CA	4/20/97
1:46.99	Omar Davila	Playtime Arcade; Woodland, CA	4/20/97
1:47.43	Myles Golden	Playtime Arcade; Woodland, CA	4/20/97
1:48.85	John Ross	Playtime Arcade; Woodland, CA	4/20/97
1:50.47	Douglas Davis	Playtime Arcade; Woodland, CA	4/20/97
1:50.94	Alfonso Trejo	Playtime Arcade; Woodland, CA	4/20/97
1:51.01	Alex Kaminski	Playtime Arcade; Woodland, CA	4/20/97
1:54.65	Quentin Lee	Playtime Arcade; Woodland, CA	4/20/97
1:55.92	Danny Carrillo	Playtime Arcade; Woodland, CA	4/20/97
1:56.12	Brian Holcomb	Playtime Arcade; Woodland, CA	4/20/97

Hawaii:

1:43.10	John Ross	Playtime Arcade; Woodland, CA	4/20/97
1:43.70	Doug Buckmaster	Playtime Arcade; Woodland, CA	4/20/97
1:44.76	Alex Kaminski	Playtime Arcade; Woodland, CA	4/20/97
1:46.87	Danny Arizaga	Playtime Arcade; Woodland, CA	4/20/97
1:47.50	Omar Davila	Playtime Arcade; Woodland, CA	4/20/97
1:48.76	Kyle Bauer	Playtime Arcade; Woodland, CA	4/20/97
1:51.01	Douglas Davis	Playtime Arcade; Woodland, CA	4/20/97
1:51.47	Alfonso Trejo	Playtime Arcade; Woodland, CA	4/20/97
1:53.49	Myles Golden	Playtime Arcade; Woodland, CA	4/20/97
1:55.38	Brian Holcomb	Playtime Arcade; Woodland, CA	4/20/97
2:04.45	Erik Mendoza	Playtime Arcade; Woodland, CA	4/20/97

Italy:

1:45.30	Joseph Kelly, Jr	Playtime Arcade; Woodland, CA	4/20/97
1:49.76	John Ross	Playtime Arcade; Woodland, CA	4/20/97
1:51.12	Myles Golden	Playtime Arcade; Woodland, CA	4/20/97

Japan:

1:30.60	Alex Kaminski	Playtime Arcade; Woodland, CA	4/20/97
1:30.92	John Ross	Playtime Arcade; Woodland, CA	4/20/97
1:31.65	Omar Davila	Playtime Arcade; Woodland, CA	4/20/97
1:31.76	Myles Golden	Playtime Arcade; Woodland, CA	4/20/97
1:34.07	Doug Buckmaster	Playtime Arcade; Woodland, CA	4/20/97
1:39.10	Danny Arizaga	Playtime Arcade; Woodland, CA	4/20/97
1:43.60	Douglas Davis	Playtime Arcade; Woodland, CA	4/20/97
1:46.96	Jose Garcia	Playtime Arcade; Woodland, CA	4/20/97
1:48.70	Ian Lackie	Playtime Arcade; Woodland, CA	4/20/97
1:51.45	Virgilio Villasenor	Playtime Arcade; Woodland, CA	4/20/97
1:54.69	Frisco Martinez	Playtime Arcade; Woodland, CA	4/20/97
1:58.27	Benjamin Martinez	Playtime Arcade; Woodland, CA	4/20/97

Mexico:

1:44.72	Alex Kaminski	Playtime Arcade; Woodland, CA	4/20/97
1:57.12	John Ross	Playtime Arcade; Woodland, CA	4/20/97
1:59.64	Angel Martinez	Playtime Arcade; Woodland, CA	4/20/97
2:01.30	Jose Garcia	Playtime Arcade; Woodland, CA	4/20/97
1:44.23	Myles Golden	Playtime Arcade; Woodland, CA	4/20/97

Moscow:

1:44.63	Alex Kaminski	Playtime Arcade; Woodland, CA	4/20/97
1:49.56	John Ross	Playtime Arcade; Woodland, CA	4/20/97
1:53.69	Doug Buckmaster	Playtime Arcade; Woodland, CA	4/20/97

New York:

1:43.94	John Ross	Playtime Arcade; Woodland, CA	4/20/97
1:48.56	Myles Golden	Playtime Arcade; Woodland, CA	4/20/97

Cruisn USA (Midway 1996)

Diff: #9-hard

S.F.-Washington:

22:48.61	Danny Rodriguez	Gran Prix; Dania, FL	9/23/97
23:10.25	Geoffrey Miller	Fun-Attic; Springfield, MO	4/20/97
27:28.17	Walter Jenkins	Fun-Attic; Springfield, MO	4/20/97

Appalachia:

1:39.87	Danny Rodriguez	Gran Prix; Dania, FL	9/23/97
1:49.43	Geoffrey Miller	Fun-Attic; Springfield, MO	4/20/97
1:50.10	Walter Jenkins	Fun-Attic; Springfield, MO	4/20/97

Arizona:

1:29.36	Danny Rodriguez	Gran Prix; Dania, FL	9/23/97
1:41.12	Geoffrey Miller	Fun-Attic; Springfield, MO	4/20/97
1:52.67	Walter Jenkins	Fun-Attic; Springfield, MO	4/20/97

Beverly Hills:

1:34.83	Danny Rodriguez	Gran Prix; Dania, FL	9/23/97
1:38.21	Geoffrey Miller	Fun-Attic; Springfield, MO	4/20/97
1:56.98	Walter Jenkins	Fun-Attic; Springfield, MO	4/20/97

Chicago:

1:38.85	Danny Rodriguez	Gran Prix; Dania, FL	9/23/97
1:40.63	Geoffrey Miller	Fun-Attic; Springfield, MO	4/20/97
2:19.72	Walter Jenkins	Fun-Attic; Springfield, MO	4/20/97

Death Valley:

1:41.16	Geoffrey Miller	Fun-Attic; Springfield, MO	4/20/97
1:40.18	Danny Rodriguez	Gran Prix; Dania, FL	9/23/97

1:59.23	Walter Jenkins	Fun-Attic; Springfield, MO	4/20/97

Golden Gate:

1:47.47	Danny Rodriguez	Gran Prix; Dania, FL	9/23/97
1:48.74	Geoffrey Miller	Fun-Attic; Springfield, MO	4/20/97
1:58.02	Walter Jenkins	Fun-Attic; Springfield, MO	4/20/97

Grand Canyon:

1:40.60	Danny Rodriguez	Gran Prix; Dania, FL	9/23/97
1:44.87	Geoffrey Miller	Fun-Attic; Springfield, MO	4/20/97
1:57.32	Walter Jenkins	Fun-Attic; Springfield, MO	4/20/97

Indiana:

1:31.21	Danny Rodriguez	Gran Prix; Dania, FL	9/23/97
1:32.85	Geoffrey Miller	Fun-Attic; Springfield, MO	4/20/97
1:48.18	Walter Jenkins	Fun-Attic; Springfield, MO	4/20/97

Iowa:

1:41.78	Danny Rodriguez	Gran Prix; Dania, FL	9/23/97
1:45.29	Geoffrey Miller	Fun-Attic; Springfield, MO	4/20/97
2:07.63	Walter Jenkins	Fun-Attic; Springfield, MO	4/20/97

L.A. Freeway:

1:49.43	Danny Rodriguez	Gran Prix; Dania, FL	9/23/97
1:49.63	Geoffrey Miller	Fun-Attic; Springfield, MO	4/20/97
1:52.90	Walter Jenkins	Fun-Attic; Springfield, MO	4/20/97

Redwood Forest:

1:50.96	Danny Rodriguez	Gran Prix; Dania, FL	9/23/97
1:55.42	Geoffrey Miller	Fun-Attic; Springfield, MO	4/20/97
2:17.28	Walter Jenkins	Fun-Attic; Springfield, MO	4/20/97

Left: **Geoffrey Miller's** *high score on Cruisn USA at Fun-Attic Arcade in Springfield, MO.*

Right: **James Jackson's** *score on Daytona USA at Fun-Attic Arcade in Springfield, MO.*

(Photos courtesy of Aaron Van Buren)

San Francisco:

1:39.45	Danny Rodriguez	Gran Prix; Dania, FL	9/23/97
1:47.43	Geoffrey Miller	Fun-Attic; Springfield, MO	4/20/97
1:51.23	Walter Jenkins	Fun-Attic; Springfield, MO	4/20/97

U.S. 101:

1:46.65	Danny Rodriguez	Gran Prix; Dania, FL	9/23/97
1:49.47	Geoffrey Miller	Fun-Attic; Springfield, MO	4/20/97
2:05.98	Walter Jenkins	Fun-Attic; Springfield, MO	4/20/97

Washington, DC:

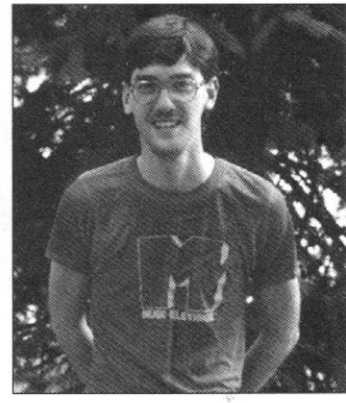
1:27.56	Danny Rodriguez	Gran Prix; Dania, FL	9/23/97
1:30.32	Geoffrey Miller	Fun-Attic; Springfield, MO	4/20/97
1:39.67	Walter Jenkins	Fun-Attic; Springfield, MO	4/20/97

Crystal Castles (Atari, 1983)

Diff: factory settings

910,722	Frank Seay	New Albany, IN	1988

Mark Alpiger, a veteran of the "golden age," was one of the contestants in the ***1985 Coronation Day*** contest held at Captain Video in Los Angeles, CA, in January , 1985. Alpiger has been locked in a 12-year battle for the *Crystal Castles* high-score title with **Frank Seay** of New Albany, IN.



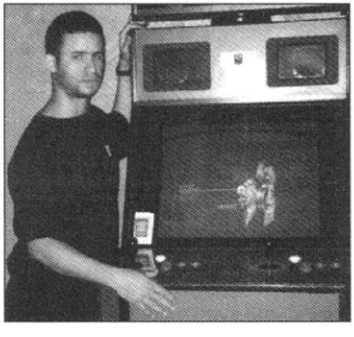
898,815	Mark Alpiger	Louisville, KY	–
864,782	Mike Quarles	Riverside, CA	7/2/85
857,689	Eric Ginner	Santa Clara, CA	4/23/84

CYBERBOTS

Diff: factory

NOTE: Character in parenthesis after score.

346,604 (Santana)	Martin Ribbins	Cool World; Wilmington, NC	4/20/97
282,102 (Jin)	Martin Ribbins	Cool World; Wilmington, NC	4/20/97
187,701 (Mary)	Martin Ribbins	Cool World; Wilmington, NC	4/20/97
131,110 (Baomao)	Martin Ribbins	Cool World; Wilmington, NC	4/20/97



Martin Ribbins crushed *Cyberbots* for a world record at Cool World Arcade in Wilmington, NC, during the 1997 high score championship.
(Photo courtesy of Leo Daniels)

Cybersled

Diff: #C/factory

Warning: The game must be verified by the witnesses as one-player versus the machine.

Cyclone

31,486,700	Danny Carranza	Los Angeles, CA	7/1/88

Danger Zone

Diff: factory settings

4,525,800	Donn Nauert	Le Fun Arcade; Austin, TX	3/5/87

Dark Planet

9,954,900	Scott Young	Another Galaxy; McHenry, IL	3/1/83
133,000	Leo Daniels	The Hole; Ottumwa, IA	11/7/82

Daytona LE (Sega)

Diff: hardest; Race Mode: normal; 3 Tracks: Beginner, Advanced, Expert

Daytona USA (Sega)

Beginner:

2:22:81	James Jackson	Fun-Attic; Springfield, MO	4/20/97

Advanced:

3:09:25	James Jackson	Fun-Attic; Springfield, MO	4/20/97
3:09:45	Toney Wood	Fun-Attic; Springfield, MO	4/20/97

Expert:

3:27:89	Chris Grafton	Cool Crest; Independence, MO	4/20/97
3:35:17	James Jackson	Fun-Attic; Springfield, MO	4/20/97
3:41:00	Michael Bokonich	Cool Crest; Kansas City, MO	4/20/97

Dazzler

Diff: factory settings

69,000	Richard Crawford	Earth Station I; Antioch, CA	3/12/83

Dead or Alive (Tecmo/Sega)

1:58.38 (Tina)	Steve O'Donnell	Cool World; Wilmington, NC	8/30/97
1:59.57(Zack)	Steve O'Donnell	Cool World; Wilmington, NC	8/30/97
2:01.16 (Ryu-Hayabusa)	Steve O'Donnell	Cool World; Wilmington, NC	8/30/97
2:02.32 (Bayman)	Jason Hayes	Cool World; Wilmington, NC	8/30/97
2:12.14 (Lei Fang)	Jason Hayes	Cool World; Wilmington, NC	8/30/97
2:13.21 (Geb-Fu)	Steve O'Donnell	Cool World; Wilmington, NC	8/30/97
2:30.14 (Kasumi)	Steve O'Donnell	Cool World; Wilmington, NC	8/30/97
2:43.19 (Jann-Lee)	Steve O'Donnell	Cool World; Wilmington, NC	8/30/97
3:56.31 (Jann-Lee)	Jason Hayes	Cool World; Wilmington, NC	8/30/97

Deep Scan (Sega)

Diff: none; Start: 3 ships; Bonus: none

Tom Rhoades (47) of Chariton, IA, gained Twin Galaxies' attention when he became the first player to turn the score over at ***1 million points*** on Defender in 1981.

DEFENDER (Williams)

Diff: #5; Start: 5 men; Bonus: none

Tournament settings:

230,125	Gino Yoo	Anchorage, AK	7/2/85

Factory settings – Marathon:

NOTE: This allows extra men.

76,377,300	Bert Jennings	Outer Limits; Durham, NC	4/8/83
75,865,375	Joe Carson	Cheektowaga, NY	4/13/83
72,999,975 (62.5 hrs)	Ned Troide	Palm Harbor, FL	10/15/82
52,151,450	Jeff Manfroi	Video Arcade; Concord, CA	9/4/82
49,367,750	Marvin Pete Norton	Jiffy Market; Thatcher, AZ	3/8/82
35,295,375	Chris Wichman	Play It Again; Dunwoody, GA	6/16/82
34,223,175	Stan Brendan	Supercade; Tucson, AZ	6/13/82
33,223,500	Kevin Johnson	Head Games; Longview, WA	5/22/82
33,013,200	Rick Smith	Odyssey Arcade; Mission Viejo, CA	4/2/82
31,609,450	Wes Moniaci	Odyssey Fun Ctr; Sacramento, CA	4/4/82
27,581,775	John Umene	Mike's Pizza; Waukegon, IL	4/4/82
27,437,275	Steve Black	Sherry's Restaurant; Harrisburg, PA	4/18/82

25,418,250	Steve Mendenhall	Game Time; Colorado Springs, CO	7/2/82
25,370,875	Ron Schwartz	7-11 Store; Cornell, OR	3/28/82
24,630,495	Joe Dearman	Phil's Family Fun Ctr; Lakewood, CA	4/2/82
24,565,975	Tony Mattan	Twin Galaxies; Ottumwa, IA	2/8/82
15,963,100	Steve Juraszek	Chicago, IL	1/1/82

Depth Charge

Diff: factory settings

4,120	Phil Blanchard	Nathan's Game Room; Miami, FL	11/8/81

Die Hard (Atari 1996)

Diff: #4; Initial Vitality: 114/factory; Start: 3 men

Note: Buy-ins are allowed because the game has an inevitable end. Sorry, game does not generate a score.

Dig Dug (Atari 1982)

Diff: "B;" Start: 3 diggers; Bonus: 1 at 10,000 and every 40,000

Note: Game ends at 256th screen.

4,129,600	Ken Arthur	Video Games, Inc.; Blacksburg, VA	1/20/83
3,380,380	Antonio Medina	Cosmic Palace; Napa, CA	11/10/82
2,360,640	Shawn Dybdahl	Tilt Arcade; Las Vegas, NV	6/15/82
2,360,000	Mark Hunt	Cosmic Endeavours; Seattle, WA	7/10/82
1,847,960	Ken Eshtiaghi	Victoria, BC, Canada	7/2/85
1,238,710	Douglas Smith	Space Station; Anchorage, AK	7/2/85
1,227,450	John Brown, Jr	S&S Family Arcade; W. Newton, PA	5/1/83

Dig Dug Arranged (Namco 1997)

771,960	Robert Johnson	Cool World; Wilmington, NC	4/20/97
647,690	Nicholas Bryant	Cool World; Wilmington, NC	4/20/97

Digger

Diff: factory settings

17,400	Mark Peterson	Bun N Games; Kenosha, WI	2/13/83

Dirt Dash (Namco 1996)

Diff: "B;" Start Distance: "5;" Mode: one lap; Continued Distance: factory, player starts where they want; Motion: "On"

Discs of Tron (Midway)

418,200	David Bagenski	Aladdin's Castle #267; Syracuse, NY	6/28/86

Domino Man (Midway)

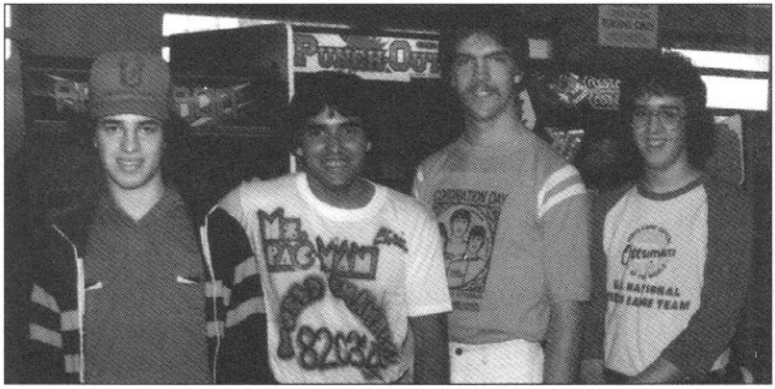
Diff: #3; Start: 3 men; Bonus: unlimited, 1 at 25,000 points and 40,000 and every 40,000 thereafter

757,063	Jeff Peters	Galaxy Arcade; Rancho Cucamonga, CA	9/4/83

Donkey Kong (Nintendo)

Diff: none; Start: 3 Marios; Bonus: limited, 1 more Mario at 10,000 points

874,300	Billy Mitchell	Ft Lauderdale, FL	7/2/85
398,000	Leo Daniels	Light Year's Amusement; Wrightsville, NC	4/20/82
270,000	Steve Sanders	Shawnee, KS	3/1/81
196,900	Randy Davis	Video Paradise; San Jose, CA	7/2/85



Winners at ***Twin Galaxies' 1984 Video Game Masters Tournament***
at Cloverleaf Golf N Games in Miami Beach, FL.
From left: **Jack Gale, Chris Ayra, Billy Mitchell** *and* **Steve Harris.**
(Photo courtesy of Chris Ayra)

Donkey Kong, Jr (Nintendo)

Diff: none; Start: 3 Juniors; Bonus: limited; 1 more Junior at 10,000 points

957,300	Billy Mitchell	Ft Lauderdale, FL	7/2/85
949,500	Matt Brass	That's Incredible, Twin Galaxies; Ottumwa, IA	1/9/83
948,000	Kent Farries	Reflections Arcade; Calgary, AB, Canada	1/2/83
787,400	Jeff Brandt	Bloomington, IL	11/7/82
228,300	Antonio Medina	That's Incredible, Twin Galaxies; Ottumwa, IA	1/9/83
220,900	Tony Henson	Zap Video Arcade; Ames, IA	9/26/82
168,900	Lee Whitney	That's Incredible, Twin Galaxies; Ottumwa, IA	1/9/83
164,100	Eric Ginner	That's Incredible, Twin Galaxies; Ottumwa, IA	1/9/83
147,000	Todd Walker	That's Incredible, Twin Galaxies; Ottumwa, IA	1/9/83

140,100	Darren Olson	That's Incredible, Twin Galaxies; Ottumwa, IA	1/9/83
105,400	Tim Collum	That's Incredible, Twin Galaxies; Ottumwa, IA	1/9/83
97,500	Joe Malasarte	That's Incredible, Twin Galaxies; Ottumwa, IA	1/9/83
89,000	Tony Keith	High Voltage Arcade; Calif. Univ. of Pennsylvania	4/20/97
9,900	Frank Bryan	High Voltage Arcade; Calif. Univ. of Pennsylvania	4/20/97

Donkey Kong 3

2,132,100	Lloyd Bromola	Fun Factory; Honolulu, HI	6/27/85
1,898,100	George Daniels	Wilmington, NC	6/30/84

Double Dragon

146,860	Andy Baran	–	–
130,900	Brian Chapel	Mesa, AZ	7/11/88

Drag Race

Diff: factory settings

4.3 Seconds	Donovan Hellinger	Mr Bill's; Moscow, ID	2/21/83

Dragon's Lair (Cinematronics)

Diff: factory settings

482,924	Jack Gale	Cloverleaf Golf N Game; N. Miami Beach, FL	9/24/83
454,974	Steve Harris	N. Kansas City, MO	11/15/83
374,957	Greg Sakundiak	Calgary, AB, Canada	–
370,954	Kevin Crane	Tulsa, OK	4/12/84

Continuation:

4,681,254	John Thorpe	Celebrity Fun Ctr; Vancouver, BC, Canada	3/5/84

Dragon Spirit

400,630	Dow Luk See	Fullerton, CA	4/30/88

Dungeons & Dragons II: Shadow over Mystara (Capcom)

Diff: #6-hard

Note: Player can buy-in until inevitable end arrives.

Eagle

Diff: factory settings

108,640	Sam Blackburn	Light Year's Amusement; Wrightsville Beach, NC	11/14/82

Electric Yo-Yo (Taito)

Diff: #6; Start: 3 yo-yos; Bonus: unlimited; 1 yo-yo every 10,000 points

1,079,270	Jim Matson	Crystal Cactus; Pensacola, FL	10/31/82

Elevator Action (Taito)

143,450	G. Ben Carter, Jr	Aladdin's Castle #465; Fremont, NE	–
129,100	Sean Jensen	Space Station; Anchorage, AK	7/2/85
60,500	Mike Ward	Madison, WI	4/25/84
42,000	Russ Krook, III	Bemidji, MN	11/29/96

Eliminator

Diff: hard; Start: 5 ships; Bonus: none

Marathon Settings:

50,800,500	Mark Rasmussen	Aladdin's Castle; Ft Dodge, IA	1/22/83

Empire Strikes Back (Atari)

1,345,049	David Palmer	The Game Room; Citrus Heights, CA	7/2/85

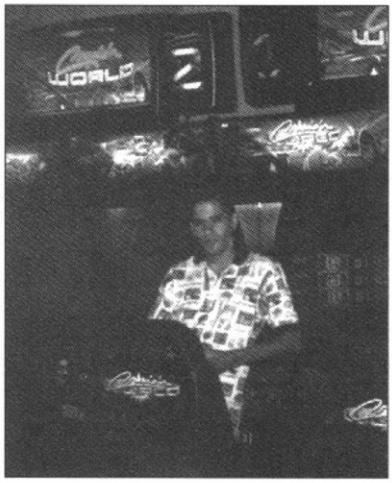
Enduro Racer

40,973,617	Jack Gale	Cloverleaf Golf N Game; N. Miami Beach, FL	5/20/87

Enigma II

Diff: factory settings

23,240	Ben Smestad	Bun N Games; Kenosha, WI	1/28/83



Danny Rodriguez (21) of Miami, FL, is one of the superstars at the Grand Prix Race-O-Rama in the Ft Lauderdale, FL, area. Danny is one of the ***Twin Galaxies' All-Stars*** who is authorized to witness and verify other players' scores. He gained attention at Grand Prix when he broke the world records on *Cruisn USA*, *Daytona USA*, *Indy 500* and numerous other racing titles.

Excitebike

398,730	James Hillard	Huish Fun Ctr.; Upland, CA	6/27/85

Exerion

Diff: factory settings

653,400	Joe Janiec	Space Station; Anchorage, AK	9/1/84

Express Raider

197,200	Gary Hatt	Aladdin's Castle #283; Monrovia, CA	6/28/86

Eyes

Diff: factory settings

23,222,320	Roogie Elliott	Fun Ctr; Lake Odessa, MI	8/23/83

F-14 Tomcat

38,002,820	Jelly Cartegna	New York, NY	–

Fantasy

Diff: factory settings

269,220	Rob Howes	Electric Pazzazz; Trail, BC, Canada	4/4/83

Fast Freddie

Diff: factory settings

22,296,540	Bert Zelton	Last Chance Saloon; Kewaunnee, WI	6/26/83

Fax

Diff: factory settings

89,300	Greg Muler	Space Station; Anchorage, AK	10/12/84

Final Lap

2:35.68	Jim Killy	Huntington Beach, CA	7/27/88

Final Lap 3 (Namco-America)

Diff: rank "B;" Lap: "4"

Note: Game must be played as an unlinked single player versus machine.

Fire Condor

Diff: factory settings

8,920	Tim McVey	Skateland; Ottumwa, IA	7/20/82

Fire Trap

Diff: factory settings

417,740	Gary Hatt,	Golfland; El Monte, CA	4/25/87

Firefox (9000 Mile)

707,790	David Palmer	The Game Room; Citrus Heights, CA	6/28/85

Flicky

4,548,540	Jonathan Long	Aladdin's Castle #351; Asheboro, NC	6/28/86

Food Fight (Atari)

Diff: #2; Start: 3 chucks; Bonus: unlimited; 1 chuck at 25,000 and at 100,000 and every 100,000 points thereafter

103,103,100	Ken Okumura	Fun N Games; Santa Maria, CA	1/13/84
12,231,500	Scott Shrewsbury	Sandy Springs, GA	–

3,736,700	Perry Rodgers	Napa, CA	5/2/83
3,216,100	Gregory Jew	Sepulveda, CA	–
1,512,900	Cameron Koehncke	Wilmington, NC	6/30/84
1,464,400	Phil Britt	Riverside, CA	4/2/83
895,140	Steve Harris	Bob's IGA; Kansas City, MO	7/19/83

FRENZY (Stern)

Diff: none; Start: 3 frenzoids; Bonus: 1 at 10,000 points

4,804,540	Mark Smith	Putt Putt Golf N Games; Shelby, NC	7/16/83
4,789,909	Mike Mann	The Arcade; Oak Park Heights, MN	–
1,897,821	Jay Bennett	Bun N Games; Kenosha WI	7/4/82

FROGGER (Atari)

Diff: None; Start: 5 frogs; Bonus: limited, 1 frog at 20,000 points

442,330	Mark Robichek	Phil's Family Fun Ctr; Lakewood, CA	8/30/82
120,460	Greg Condrey	Quail Valley Tennis Club	11/10/82
86,880	Todd Walker	Milpitas Golfland USA; Milpitas, CA	7/2/85
74,450	Steve Harris	That's Incredible, Twin Galaxies; Ottumwa, IA	1/9/83
72,000	Dwayne Richard	Twin Galaxies; Ottumwa, IA	1/5/86
71,400	Pat Quinn	Twin Galaxies; Ottumwa, IA	3/11/82
68,880	Jeff Scism	Wilmington, NC	6/30/84
55,560	Jeff Stueve	That's Incredible, Twin Galaxies; Ottumwa, IA	1/9/83
49,650	Joe Louks	That's Incredible, Twin Galaxies; Ottumwa, IA	1/9/83
35,480	Steve Sanders	That's Incredible, Twin Galaxies; Ottumwa, IA	1/9/83

FRONTLINE (Taito)

Diff: none; Start: 3 soldiers; Bonus: limited; 1 soldier at 30,000 points

727,500	John Dunlea	Putt Putt Golf N Games; Wilmington, NC	5/25/83
668,400	Jeff Peters	Starship Video; Upland, CA	10/1/83
278,500	Bob Tomasevich	Haunted Trails; Burbank, IL	4/5/83
268,000	William Joyce	Aladdin's Castle #459; Kansas City, MO	6/28/86
194,440	Thomas Chaka	Wharton, TX	7/2/85
166,000	Bob Dziura	Manchester, NH	4/3/83
134,200	Donald Freer	Lombard, IL	–

FUTURE SPY

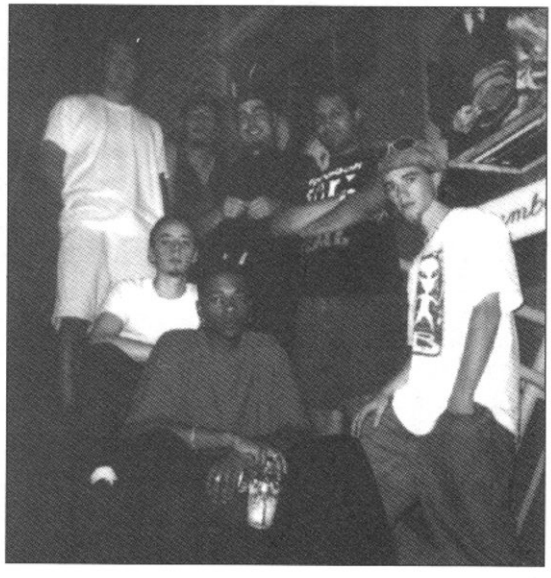
396,350	Joey Wisniewski	Aladdin's Castle #414; Wausau, WI	6/28/86

GALAGA (Midway)

Diff: "D;" Start: 3 ships; Bonus: limited, 1 ship at 20,000 and 70,000 points and every 70,000 points thereafter until 1 million points are surpassed – then the game stops awarding ships

WARNING: If game is set on levels "A," "B" or "C" it will reach a "kill-screen" at stage 256; it must be set on "D" to avoid the "kill-screen."

4,715,720	Eric Bolduc	Cucamonga, CA	7/19/82
4,314,000	David Marcotte	Johnny Mack's; Seminole, FL	5/5/82
2,488,660	Chris Castro	Aladdin's Castle; Independence, MO	6/27/87
2,278,190	James Vollandt	Flipper Flapper; Brea, CA	6/28/86
1,867,080	Rick Dixon	Chicago, IL	7/2/85
1,547,000	Casey Murphy	Goodlettsville, TN	4/4/97



During Twin Galaxies' search for the greatest players in the world, an elite force of superstars were discovered at the famous Gameworks Seattle. In addition to inviting the Gameworks superstars to join the ***Twin Galaxies International All-Star Team***, Twin Galaxies asked the Seattle superstars to host the ***1998 Coronation Day*** contest, which is the official ***"Player-of-the-Year" World Championship***. If Seattle accepts this offer, here are the ***Seattle Superstars*** you'll have to beat *(clockwise, from top left)*: **Eddie Lee**, **Jon VanBibber**, **Peter Stanfield**, **Travis McPherson**, **Matty Manahan**, **Eric Taylor** and **Chris Stillman**. (**Akbar Brooks**, **Gordon Lingley**, **Dante Burge**, **Daryl Preston**, **Spring Wise** and **Derek Sunday** are not pictured.) *(Photo courtesy of Matty Manahan)*

809,090	Taiyo Inoue	Davis, CA	3/26/97
7,500	Barbara Cardenas	Exhilirama; Vorhees, NJ	4/20/97

Galaga 3 (Midway)

1,320,500	Bill Bradham	Aladdin's Castle; Dublin, GA	6/28/86
137,000	James Struckle	Fair Oaks, CA	7/2/85

Galaga '88

709,770	Mark Reyes	Rancho Cucamonga, CA	7/14/88

Galaxian (Midway)

Diff: none; Start: 3 ships; Bonus: limited, 1 more ship at 7,000 points

389,770	Perry Rodgers	San Luis Obispo, CA	5/12/83
367,720	Chip Davis	John Brown Univ.; Fayetteville, AR	1/17/83
186,770	Lloyd Dahling	Space Station; Anchorage, AK	7/2/82
146,550	Walter Day	Twin Galaxies; Ottumwa, IA	7/23/83
134,900	Dan Fogelman	Twin Galaxies; Ottumwa, IA	11/30/81

Gee Bee (Sega)

Diff: none; Start: 3 balls; Bonus: free game at 60,000

Ghost N Goblins

811,000	Steve Donaldson	Chico, CA	–
510,500	Richard Webb	Aladdin's Castle #177; Cedar Rapids, IA	6/28/86

Gimme A Break

2,303	Carlos Gonzales	Aladdin's Castle #188; San Jose, CA	6/28/87

Gladiator

Diff: factory settings

41,012,800	Stephan Gore	Le Fun Arcade; Austin, TX	3/3/87

Gold Bug

Diff: factory settings

173,740	Steve Peterson	St John's Grocery; Vancouver, WA	8/29/83

Gold Wings

162,780,800	Jim Killy	Tustin, CA	–

Golden 3-D Golf (Incredible Technologies)

Diff: #5

Golden Adder (Sega)

Diff: #4 /factory; Initial Players: 1; Initial Vitality: 40; Continuing: "No"

Goonies

Diff: factory settings

504,820	RAC Carpana	Station Break; New York, NY	4/4/87

Gorf (Midway)

Diff: none; Start: 3 ships; Bonus: limited, 1 more ship at 10,000 points

Note: There is a harder chip which can be recognized by the extra fireballs thrown out during the warp sequence. Also, the

Laser Ships go all the way to the sides of the screen, leaving no room to hide.

653,990	Todd Rogers	Haunted Trails; Burbank, IL	11/24/82
154,260	Kevin Winter	The Dungeon; Butte, MT	5/27/82
145,200	Walter Day	Twin Galaxies; Ottumwa, IA	7/5/83

GP Rider (Sega)

Diff: #3-hard

Grand Champion

137,410	Craig Sucharda	Bun N Games; Kenosha, WI	5/12/84

Grand Prix

Diff: factory settings

2:04	John Pratt	Adrian, MI	1/6/83

Gravitar (Atari)

Diff: easy-#1; Start: 3 ships; Bonus: unlimited; 1 ship every 10,000 points

4,722,200	Raymond Muller	Chuck E. Cheese Pizza; Boulder, CO	12/4/82
284,250	Michael Kelley	–	–

Great Guns

Diff: factory settings

1,794,500	Mike Burns	Aladdin's Castle; Media, PA	–

Gretzky 3-D Hockey (Atari 1996)

Diff: easy-#1/factory; Game Time: normal

Grid-Iron Fight (Tecmo 1985)

71-0	Donn Nauert	Red Cross Tournament; Napa, CA	5/19/85
62-0	Bo Rice	Red Cross Tournament; Napa, CA	5/19/85
63-0	David Presley	Red Cross Tournament; Napa, CA	5/19/85
35-0	Mackey Olson	Red Cross Tournament; Napa, CA	5/19/85
28-0	Paul Brinkley-Rogers	Red Cross Tournament; Napa, CA	5/19/85
21-0	Bo Senn	Red Cross Tournament; Napa, CA	5/19/85

GTI Club (Konami 1996)

Diff: Medium #4/factory; Laps: 3; Motor Power Level: #2-medium/factory; Three Tracks: Normal, Hard, Very Hard; Score is measured in "Time"

Guardian

Diff: factory settings

1,058,420	Will Czeswinski	Le Fun Arcade; Austin, TX	10/23/86

Guardians of the Hood (Atari)

Diff: #5/factory

Note: Scores must be submitted only on 1-player games.

Gunblade (Sega 1996)

Diff: #3-hard; Missile Speed: #3; Damage: #3; Start: 3 lives

Gunsmoke

1,690,000	Kevin Melton	Aladdin's Castle; Middlesboro, KY	6/27/87
1,465,250	Jaime Guzman	Le Fun Arcade; Austin, TX	11/4/86
1,348,850	Richie Paul Woodward	Aladdin's Castle #188; San Jose, CA	6/28/86

Guzzler (1983)

465,090	Gary Hatt	Huish Fun Ctr; Montclair, CA	6/28/85
431,108	Mike Klug	San Jose, CA	–

Gyruss

41,090,450	Anthony Fodrizio	Video Circus; Stratford, CT	3/22/84
36,728,250	Michael Bangs	Waterbury, CT	4/2/84
28,051,900	Dave Wissman	Cincinnati, OH	–
14,009,300	Luke Rodgers	Aladdin's Castle #422; Denver, CO	6/28/86
7,288,250	Robert Baker	Tulsa, OK	–
7,035,300	Shelton Drumgolo	Broadway Arcade; New York, NY	6/30/84
4, 067,000	Tony Salisbury	Golden Dome Arcade; Salisbury, MD	7/31/83

Hang-On *(Simulator)*

40,715,030	Don Novak	Aladdin's Castle #432; Wichita, KS	6/28/86

Hang-On *(Upright)*

Diff: factory settings

33,923,450	Richard Powell	Hermosa Arcade; Hermosa Beach, CA	12/86

Hard Drivin' (Atari)

529,800	Jerry Landers	–	–
29,821	Andrew Gallagher	Putt Putt Golf; Fairfield, IA	4/20/97
26,889	Steven Harris	Putt Putt Golf; Fairfield, IA	4/20/97
22,442	Anthony Felt	Putt Putt Golf; Fairfield, IA	4/20/97
20,441	Randy Roe	Putt Putt Golf; Fairfield, IA	4/20/97

Head-On

Diff: factory settings

300,000	Chris Ayra	Fun N Games; Miami, FL	–

Head-On (Sega)

Diff: none; Start: 3 cars; Bonus: none

High Impact Football (Williams)

Diff: medium/factory; Credit Timer: medium/factory; Game Clock Speed: medium/factory

Salary:

$1,018,340	Ray Ballard	Exhilirama; Vorhees, NJ	4/20/97

Score:

7 to 7	Ray Ballard	Exhilirama; Vorhees, NJ	4/20/97

High Speed

24,081,920	Mark Moore	Marshall, TX	9/28/87

Hogan's Alley

2,738,100	Jack Gale	Aladdin's Castle #378; N. Miami Beach, FL	6/28/86

170,300	Bo Rice	College Station, TX	7/2/85

Hot Rod (Sega)

Note: No difficulty settings or variables of any sort.

House of the Dead (Sega 1997)

Diff: factory settings

***Note: "Looping" should be turned off. Buy-ins are allowed as game has an inevitable end like* Area 51 *and* Maximum Force.**

34,900	Stephen Krogman	Gran Prix; Dania, FL	9/23/97
29,300	Jody Banks	The "Que" Bar; Iowa City, IA	9/22/97
22,500	Danny Rodriguez	Gran Prix; Dania, FL	9/23/97

Hypersports

538,340	Kelly Kobashigawa	Los Angeles, CA	7/2/85

Ice Cold Beer

Diff: factory settings

170,660	Greg Gunter	Grimm's Truck Stop; Morton, IL	6/7/84

Ikari Warriors

1,799,000	Stan Szczepanski	Lakewood, CA	6/28/87
1,414,500	Walt Price	Galaxy Arcade; Cucamonga, CA	3/24/87

In the Hunt (Irem Corp)

Diff: hard; Start: 3 lives/factory

908,904	Derrick Hoor	Fun-Attic; Springfield, MO	4/20/97
86,604	Amber McAnally	Fun-Attic; Springfield, MO	4/20/97

Indiana Jones

1,176,520	Ronald Mangio	Aladdin's Castle #261; Azusa, CA	6/28/86

Indy 500

Diff: normal/factory; Race Mode: normal/factory; Handicap: "On;" Three Tracks: Beginner, Intermediate, Expert
Note: Only 1-player races against the computer. Chest car disallowed.

Interstellar

Diff: factory settings

248,000	Phil Britt	Castle Park; Riverside, CA	5/15/86

Invasion of the Blood Farmers

Diff: factory settings

35,456	Eddie Adlum	Capt Video; Los Angeles, CA	12/21/82

I, Robot (Atari)

1,383,959	Dave Ryan	Aladdin's Castle #29; N. Little Rock, AR	6/28/86
818,684	Jim Jung	Santa Ana, CA	6/30/85

Jack-the-Giant Killer (Cinematronics)

Diff: #5; Start: 3 Jacks; Bonus: limited, 1 Jack at 10,000 points, 1 bean awarded for every leaf pulled

9,401,050	Mike Klager	Play It Again; New Lenox, IL	10/2/82

Jail Break

Diff: factory settings

185,900	Donn Nauert	Le Fun Arcade; Austin, TX	2/15/87

Journey (1983)

12,181,850	Chuck Coss	Aladdin's Castle; Steubenville, OH	12/24/83
10,000,125	Joe Maurizi	Games R Fun; Ft Smith, AR	7/7/83
123,400	Frank Dean	Video Wizard; Villa Park, IL	7/31/83

Joust (Williams)

Diff: #5; Start: 5 men; Bonus: none

Tournament settings:

1,537,050	Brett Watt	The Game Room; Citrus Heights, CA	7/2/85
1,002,500	Don Morlan	Arnold's on the Ave.; Seattle, WA	6/30/84

Factory settings – Marathon *(New Chip)*:

115,910,850	Robert Bonney	Circle K; Seattle, WA	4/8/83
107,216,700	James Vollandt	Johnny Zee's; Victoria, BC, Canada	7/8/85
101,192,900	Rob Gerhardt	Lloydminster, AB, Canada	12/13/83
98,565,550	Christian Gingras	QB, Canada	10/28/83
70,013,950	Connell McCrohan	ProVideo; Dallas, TX	7/12/83
35,057,100	Robbie Saunders	Outer Limits; Durham, NC	4/7/83
33,167,250	Bob Weiss	San Jose, CA	4/2/83

Factory settings – Marathon *(Old Chip)*:

201,452,600	Donnie Norris	Space Station; Wilmington, NC	4/4/83

Jr Pac-Man (Midway)

331,000	Kevin Fischer	Silver Spring, MD	6/30/85

148,630	Fred Alderov	Arnold's on the Ave.; Seattle, WA	–

Jump Bug

Diff: factory settings

850,350	Allen Rager	Bags Video Land; Millington, TN	4/10/83

Jungle King

1,510,220	Michael Torcello	Wegman's; E. Rochester, NY	12/16/83
1,045,700	Chris Knight	Putt Putt of Conyers; Conyers, GA	4/6/83
943,430	Dan Cook	Golden Dome Arcade; Woodbridge, VA	11/9/82
198,280	Andy Noriega	Aladdin's Castle #283; Paramount, CA	6/28/86
54,530	Jeff Peters	Etiwanda, CA	6/30/85
39,240	Chris Emery	Winnipeg, MB, Canada	6/30/85

Jungler

Diff: factory settings

180,720	Joe Startz	Bun N Games; Kenosha, WI	5/1/83

Juno First

Diff: factory settings

78,888,980	Tom Gibson	R&R Video; Dartmouth, NS, Canada	5/27/84

Kangaroo (Atari)

Diff: #1-easy; Start: 3 kangaroos; Bonus: limited, 1 kangaroo at 30,000 points

921,800	David Kirk	Taco Nacho; Gainesville, FL	3/13/83
411,200	Ken Vance	Tilt Arcade; Las Vegas, NV	10/31/82

267,600	Phillip Blanchard	Nathan's Game Room; Miami, FL	9/13/82
152,350	Henry Guerrero	Capt Video; Safford, AZ	11/10/82
50,800	Tim McVey	Twin Galaxies; Ottumwa, IA	7/11/82

Karate Champ (Data East)

Special Note: All scores dated 1/13/85 were achieved during the Twin Galaxies' Coronation Day Ceremonies at the Captain Video Arcade in Los Angeles, CA.

239,900	George Weller	Aladdin's Castle #120; League City, TX	6/28/86
235,000	Jack Gale	N. Miami Beach, FL	1/13/85
191,000	Greg Sakundiak	Calgary, AB, Canada	12/28/84
128,000	Mike Sullivan	Riverside, CA	1/13/85
122,900	Dwayne Richard	Grand Prairie, AB, Canada	1/13/85

Walter Day *(right)* awards Twin Galaxies' 1985 "Game of the Year" co-Award to **Jolly Backer** *(left)*, who accepts on behalf of Data East USA for *Karate Champ* and *Kung-Fu Master*. *(Photo courtesy of Chris Ayra)*

121,400	Paul Brinkley-Rogers	Red Cross Tournament; Napa, CA	5/19/85
119,800	Landon Rothstein	Coram, NY	1/13/85
116,000	Donn Nauert	Red Cross Tournament; Napa, CA	5/19/85
110,700	Phil Britt	Riverside, CA	1/13/85
110,300	Jeff Peters	Etiwanda, CA	1/13/85
108,600	Ben Gold	Dallas, TX	1/13/85
105,100	Kevin Pollock	Claremont, CA	1/13/85
104,000	Bo Rice	Red Cross Tournament; Napa, CA	5/19/85
101,800	Mackey Olson	Red Cross Tournament; Napa, CA	5/19/85
101,700	Gary Hatt	Monrovia, CA	1/13/85
97,200	Joe Janiec	Anchorage, AK	1/13/85
92,200	Mike Ward	Madison, WI	1/13/85
89,600	Kelly Kobashigawa	Los Angeles, CA	1/13/85
88,400	Chris Emery	Winnipeg, MB, Canada	1/13/85
88,300	Perry Rodgers	Napa, CA	1/13/85
87,400	Roy Shildt	Westwood, CA	1/13/85
87,300	Tony Weiner	Tarzana, CA	1/13/85
86,800	Steve Beall	Santa Maria, CA	1/13/85
33,500	Mark Alpiger	Louisville, KY	1/13/85
32,900	Tim Williams	Moscow, ID	1/13/85
22,500	Chris Ayra	Miami, FL	1/13/85
19,900	Tom Asaki	Los Alamitos, CA	1/13/85

Kicker

Diff: factory settings

4,225,000	RAC Carpana	Fascination Arcade; New York, NY	12/2/86

KICKMAN (Midway)

Diff: #3; Start: 3 kickmen; Bonus: unlimited, 1 every 10,000 points

4,787,665	Tom Bundy	Space Invader Video; Cleveland, OH	12/27/82
4,642,920	Nick Farley	Zthee King's Corner; Colorado Springs, CO	3/19/82
4,455,150	Ann Denby	Dameron's Supermarket; Goochland, VA	8/1/82

KILLER INSTINCT 1 (Nintendo)

Diff: 5-extra hard

NOTE: Character name is in parenthesis.

477,250 (Orchid)	Brad Russell	Fun-Attic; Springfield, MO	4/20/97
229,000 (Combo)	Brad Russell	Fun-Attic; Springfield, MO	4/20/97

KILLER INSTINCT 2 (Midway)

Diff: 5-extra hard; Finishing Moves: "On" (dip switch is turned "Off" to accomplish this)

IMPORTANT: The attendant has to write down the damage and the hits – these are averaged later to obtain the highest score. For example, a player achieving 49% damage and 63% hits averages out to 56%. The winners will be ranked in terms of their final average. The damage percentage shows how much damage you inflicted on the game machine while hits shows how many times you hit the opponent. Because the computer only records the highest 15 to 20 scores, the scoreboard must be reset (emptied) regularly to make room for more high scores. (See Rule 1.6)

NOTE: While playing this game you must "qualify" in order to get your name on the scoreboard; The game will not even

recognize a person's score until they attain a certain threshold of "damage qualification" and "combo qualification." This means, that if a person is not very good, they will not be given any score at all. Submissions should include a photograph that reveals both the score and the players initials.

62% (Jago)	Ignacio Rico	Playtime Arcade; Woodland, CA	4/20/97
38% (Glacius)	Alex Kaminski	Playtime Arcade; Woodland, CA	4/20/97
37.5% (Saberwolf)	David Beavers	Playtime Arcade; Woodland, CA	4/20/97
37.5%	Brad Russell	Fun-Attic; Springfield, MO	4/20/97
32% (Spinal)	Alex Kaminski	Playtime Arcade; Woodland, CA	4/20/97
31% (Fulgore)	Alex Kaminski	Playtime Arcade; Woodland, CA	4/20/97
30.5% (Kim Wu)	Alex Kaminski	Playtime Arcade; Woodland, CA	4/20/97
25.5% (Orchid)	Alex Kaminski	Playtime Arcade; Woodland, CA	4/20/97
31% (Jago)	Alex Kaminski	Playtime Arcade; Woodland, CA	4/20/97
25% (Tusk)	Alex Kaminski	Playtime Arcade; Woodland, CA	4/20/97
32% (Maya)	Alex Kaminski	Playtime Arcade; Woodland, CA	4/20/97
32% (Glacius)	David Beavers	Playtime Arcade; Woodland, CA	4/20/97
29.5% (Combo)	Alex Kaminski	Playtime Arcade; Woodland, CA	4/20/97

King & Balloon

Diff: factory settings

48,900	Kevin Olkowski	Hyperspace Arcade; Havelock, NC	8/10/82

Klax

3,205,000	Leong Su Chin	–	–

Kram (Taito)

Diff: #4; Start: 3 Krams; Bonus: limited, 1 more at 30,000 and 60,000 points

176,700	Brian Miller	Bun N Games; Kenosha, WI	12/23/82

Krull

6,000,000	Steve Harris	Fun Factory; Kansas City, MO	1983
421,590	Jason Curran	Aladdin's Castle #283; Lakewood, CA	6/27/87
323,780	Mark Rodobaugh	Aladdin's Castle; Lakewood, CA	6/26/86

Kung-Fu Master

1,349,040	Mike Sullivan	Huish Family Fun; Upland, CA	6/30/85
442,100	Matt Gockel	Twin Galaxies; Fairfield, IA	5/10/85
372,,600	David Presley	Red Cross Tournament; Napa, CA	5/19/85
193,700	Bo Rice	Red Cross Tournament; Napa, CA	5/19/85
124,770	Donn Nauert	Red Cross Tournament; Napa, CA	5/19/85
115,220	Mackey Olson	Red Cross Tournament; Napa, CA	5/19/85
81,380	James Steele	Red Cross Tournament; Napa, CA	5/19/85

Lady Bug (Universal 1982)

Diff: Medium; Start: 3 men; Bonus: 1 upon spelling E-X-T-R-A

609,900	Brian Calton	Brady Campus; Columbia, MO	3/31/83

Laser War

72,483,440	Jelly Cartegna	New York, NY	–

Lazarian (Midway)

Diff: #2-medium; Start: 3 ships; Bonus: limited; 1 at 14,000 points

Note: Rapid Fire Mode "On."

Legendary Wings

Diff: factory settings

612,500	Eric Bolduc	Galaxy Arcade; Cucamonga, CA	2/22/87

Leprechaun

Diff: factory settings

365,750	Walter Funk	Lunar Station; Lorens Township, NJ	3/25/83

Lethal Enforcers

Diff: #4-medium/factory; Start: 5 lives; Extra Life: 1st at 2,000 points and 2nd at 2,000 points more; Continuation: "No"

Warning: The player should alert the officials that he is attempting this game to ensure that the game's scoreboard is adequately cleared out. **(See Rule 1.6)**

33,468	Danny Arizaga	Playtime Arcade; Woodland, CA	4/20/97

Lethal Enforcers II

Note: The first set of numbers is the "Score," the second set is "Accuracy."

858 - 74	Willie Stotts	Playtime Arcade; Woodland, CA	4/20/97
642 - 71	Alex Kaminski	Playtime Arcade; Woodland, CA	4/20/97

Liberator (Atari)

Diff: #2-normal; Start: 4 liberators; Bonus: unlimited, 1 every 20,000 points

14,232,130	David Drake	Minden, LA	10/1/83
3,016,010	Sean Middleton	Space Station; Anchorage, AK	5/25/83

Life Force

Diff: factory settings

647,600	Kevin DeCesare	Aladdin's Castle; Wintersville, OH	6/27/87

Lock-N-Chase (Taito)

Diff: speed of cops is "Fast;" Start: 3 Lupins; Bonus: limited, 1 more Lupin at 15,000 points

78,180	Jerry Nickerson	Central Video; Dunkirk, NY	4/20/82
62,050	Jeff Peiffer	Twin Galaxies; Ottumwa, IA	5/20/83

Loco-Motion

Diff: factory settings

134,880	Bud Wellington	Funspot; S. Portland, ME	3/29/83

Lode Runner

162,340	David Leicht	Fun Factory; Honolulu, HI	6/30/85

Looping

1,469,970	David Teehee	Triple K's Action; Friendswood, TX	7/27/83
1,253,260	Todd Crouse	Video Champ; Des Moines, IA	1/29/83

Lost Tomb (Stern)

Diff: Start: 3 Explorers

Warning: Banned Trick – It is possible to stay in a corner and play forever.

45,577,020	Bill McCallister	Twin Galaxies; Ottumwa, IA	1/16/84
1,210460	John Marks	Parkersburg, WV	11/23/83
1,129,860	David Maines	Twin Galaxies; Ottumwa, IA	7/26/83
1,072,980	Mark Rasmussen	Ft Dodge, IA	4/3/83

Lunar Lander

Diff: factory settings

3,470	Michael Mize	Hyperspace Arcade; Havelock, NC	8/1/82

Lunar Rescue (Taito)

Diff: none; Start: 3 ships; Bonus: limited, 1 more at 3,000 points

M.A.C.H. 3 Bomber

512,000	Robin Purvis	Space Station; Anchorage, AK	4/10/84
361,900	Sur Baycroft	Victoria, BC, Canada	6/30/85
315,200	Greg Jones	Arnold's on the Ave.; Seattle, WA	6/30/85
307,300	Alan Pearson	Wilmington, NC	4/1/84

M.A.C.H. 3 Fighter

455,600	Randy Albright	Space Station; Anchorage, AK	6/30/85

Mad Crasher (SNK)

Special Note: All scores dated 1/13/85 were achieved during the Twin Galaxies' Coronation Day Ceremonies at the Captain Video Arcade in Los Angeles, CA.

844,988	Jack Gale	Aladdin's Castle #378; N. Miami Beach, FL	6/28/86
135,450	Jeff Peters	Etiwanda, CA	1/13/85
132,199	Phil Britt	Riverside, CA	1/13/85
105,176	Mike Sullivan	Riverside, CA	1/13/85
83,836	Chris Emery	Winnipeg, MB, Canada	1/13/85
76,823	Joe Janiec	Anchorage, AK	1/13/85
73,755	Landon Rothstein	Coram, NY	1/13/85
73,715	Donn Nauert	Austin, TX	1/13/85

71,795	Gary Hatt	Monrovia, CA	1/13/85
71,764	Kelly Kobashigawa	Los Angeles, CA	1/13/85
70,324	Dwayne Richard	Grand Prairie, AB, Canada	1/13/85
68,836	Mike Ward	Madison, WI	1/13/85
68,564	Ben Gold	Dallas, TX	1/13/85
62,533	Kevin Pollock	Claremont, CA	1/13/85
53,468	Tracy Wong	Fun Factory; Hilo, HI	7/2/85
49,119	Steve Beall	Santa Maria, CA	1/13/85
48,914	Perry Rodgers	Napa, CA	1/13/85
47,044	Roy Shildt	Westwood, CA	1/13/85
43,323	Tom Asaki	Los Alamitos, CA	1/13/85
38,668	Tim Williams	Moscow, ID	1/13/85
38,185	Chris Ayra	Miami, FL	1/13/85
37,137	Mark Alpiger	Louisville, KY	1/13/85
30,206	Tony Weiner	Tarzana, CA	1/13/85

Mad Planets (Gottlieb)

Diff: #2; Start: 3 ships; Bonus: unlimited, 1 ship every 10,000 points

349,769	Tim McMurray	Aladdin's Castle; Mesa, AZ	6/28/87
198,400	Mark Sellers	Putt Putt Golf; Grand Rapids, MI	–
129,714	Janice Rose	Winston-Salem, NC	–

Magical Spot

16,518	Brian Miller	Bun N Games; Kenosha, WI	3/14/83

Major Havoc

1,940,078	Ettore Ciaffi	Broadway Arcade; New York, NY	6/28/85
1,359,378	Dwayne Richard	Grand Prairie, AB, Canada	7/2/85

Make Trax (Williams)

Diff: hardest; Start: 3 paintbrushes; Bonus: limited, 1 brush

at 10,000

NOTE: The optional blackhole is not recommended.

2,123,840	Tom Carver	Family Game Room; Garden City, MI	7/6/83
1,834,660	Randy Bortot	The Arcade; Cambridge, MN	9/1/82
1,508,310	Walter Day	Twin Galaxies; Ottumwa, IA	3/20/82
1,358,120	James Delorme	Dawson Creek, BC, Canada	7/2/85
8,840	Oliver Armstrong	Putt Putt Golf; Fairfield, IA	4/20/97
4,930	Anthony Felt	Putt Putt Golf; Fairfield, IA	4/20/97

MANX/TT SUPERBIKE (MOTORCYCLE) (Sega)

Diff: 2 laps/factory; Two Tracks: Laxey Course, TT Course; Mode: "Manx TT Mode" – can be played on either track

Beginner:

2:02:48	Chris Delfs	Cool World; Wilmington, NC	4/20/97

MAPPY (Midway)

Diff: rank "B;" Start: 3 mice; Bonus: limited, 1 more mouse at 20,000 and 1 at 70,000 points

573,450	Mike Reynolds	Arnold's on the Ave.; Seattle, WA	7/2/85
487,740	Steve Porter	Winnipeg, MB, Canada	5/1/84
443,710	Mark Bersabe	Golfland USA; Milpitas, CA	8/24/83
155,840	David Dean	Riverside, CA	7/21/83

MARBLE MADNESS (Atari)

187,880	Stan Szczepanski	Huish Family Fun; Fountain Valley, CA	6/27/85

MARIO BROS (Nintendo)

3,481,550	Perry Rodgers	Family Fun Fair; San Luis Obispo, CA	7/2/85

1,202,210	Spencer Oueren	Missoula, MT	4/1/84
462,170	Mike Ternasky	Video Paradise; San Jose, CA	8/25/83
351,580	Eric Ginner	Video Paradise; San Jose, CA	8/25/83
225,770	Tim Collum	Video City; Dayton, OH	8/25/83
80,980	Russ Krook, III	Bemidji, MN	1/29/97

Mars

Diff: factory settings

107,450	Howard Ohlstein	Charlotte, NC	11/3/82

Marvel Super Heroes

Timer Speed: #4/factory; Maximum Round: 3/factory; Join In: "Off;" Event: "Off"/factory; Mode: Normal Turbo/factory
Note: Score is recorded in terms of a number and a time.
Warning: The player should alert the officials that he is attempting this game to insure that the game's scoreboard is adequately cleared out. (See* Rule 1.6*) This game refuses to display a score while it is being played. The score finally is only revealed at the end of the game – but only if the computer asks you to submit your initials because you are one of the top 10 to 15 scores. Unfortunately, if you do not make the top 10 to 15 scores, your score will disappear from the screen immediately, disallowing the witnesses the opportunity to properly log your achievement. To remedy this, the scoreboard must be cleared out periodically to make room for a constant stream of new high scores. Otherwise the computer will prevent you from scoring properly. (Time is optional.)

1,682,500 (11:06:22)	Virgilio Villasenor	Playtime Arcade; Woodland	4/20/97
1,583,000 (14:41:54)	Ben Thomas	Playtime Arcade; Woodland, CA	4/20/97

1,365,100 (7:31:20)	Mike Smith	Exhilirama; Vorhees, NJ	4/20/97
1,189,000 (48:21)	Ignacio Rico	Playtime Arcade; Woodland, CA	4/20/97
1,149,300 (Wolverine)	Alan Leff	Exhilirama; Vorhees, NJ	4/20/97
1,051,700	Elijah Potts	Red's; Edmonton, AB, Canada	4/20/97
1,013,100 (16:45:61)	Matthew Valenzuela	Playtime Arcade; Woodland, CA	4/20/97
333,600 (Spiderman Turbo)	Scot Grobels	Exhilirama; Vorhees, NJ	4/20/97
263,800 (3:45:29)	Douglas Davis	Playtime Arcade; Woodland, CA	4/20/97

Mat Mania

5,000,150	RAC Carpana	Fascination Arcade; New York, NY	12/1/86
3,722,600	Jon Sitzman	Hixson, TN	–

Maximum Force (Atari)

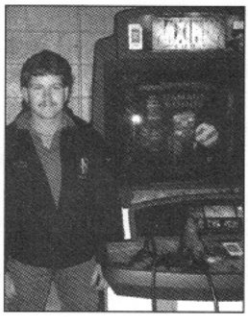
Diff: medium/factory; End Game Looping: "Off;" Secret Rooms: "On"

Note: One player plays at a time. Multiple buy-ins are allowed until the game reaches the end.

707,700	Robert Johnson	Cool World; Wilmington, NC	4/20/97
596,030	Chris Delfs	Cool World; Wilmington, NC	4/20/97
291,220	Jason Todd	Red's; Edmonton, AB, Canada	4/20/97
151,580	Steve O'Donnell	Cool World; Wilmington, NC	4/20/97

May Day

6,235,300	Dwayne Richard	Grand Prairie, AB, Canada	–



Top players in the ***1997 Video Game & Pinball Masters Tournament*** at Cool World Arcade in Wilmington, NC.
From Left: **Robert Johnson** *on Maximum Force;* **Steve O'Donnell** *on Maximum Force and Rampage World Tour; and* **William Hays** *on Puzzle Fighter and Streetfighter 3.*

Mayhem 2002

10,200	David Leicht	Fun Factory; Honolulu, HI	6/30/85

Mazer Blazer

Diff: factory settings

1,196,800	Lyle Telford	Space Station; Anchorage, AK	10/31/83

Mechanized Attack (SNK)

Diff: #2-Normal/factory; Magazines per Round: 6/factory; Never Finish the Game: "Off;" Continuation: "No"

Megattack

Diff: factory settings

553,700	Tim Sobol	Bun N Games; Kenosha, WI	12/12/82

Megazone

2,228,650	Yashiro Oda	Mickey Ratt's; Ann Arbor, MI	9/13/84
973,190	Stephen Joseph	Aladdin's Castle #91; Tarzana, CA	6/28/86
312,480	James Page	Seattle, WA	6/30/85

Meta Fox (Ivics)

Diff: #C/factory; Start: 3 lives; Bonus:"Off"

79,000	Ray Ballard	Exhilirama; Vorhees, NJ	4/20/97

Metal Slug (Neo Geo 1996)

Diff: #4 (factory) Hero Setting: #3 (factory) Continue: "Off;" Playtime: 60/factory

378,640	Brad Russell	Fun-Attic; Springfield, MO	4/20/97
198,590	Jeremy Hill	Playtime Arcade; Woodland CA	4/20/97
122,400	Andrew Kearney	Playtime Arcade; Woodland, CA	4/20/97
104,710	Danny Arizaga	Playtime Arcade; Woodland, CA	4/20/97

Midnight Run (Konami 1995)

Diff: #4-medium/factory; Three Courses: Easy, Medium, Hard; Cars: Normal and Tuned

Millipede (Atari)

Diff: #3-hardest; Start: 3 shooters; Bonus: unlimited, 1 shooter every 15,000 points

Note: A flaw in the program allows a bonus level of 786,000 when the preceding score was between 1,080,000 and 1,300,000 points. Witnesses must disqualify this bonus if a second player tries to take advantage of an earlier player's high score.

6,995,962	James Schneider	Licks Video Snack; Santee, CA	11/21/83

4,702,733	Steve Winter	Pompano, FL	11/12/83
4,304,549	Ben Gold	ProVideo Games; Dallas, TX	2/4/83
1,720,392	Eric Ginner	Golfland USA; Sunnyvale, CA	3/5/83
1,679,865	Kyle Cholly Long	Bronx, NY	6/30/84
576,663	Darren Olson	That's Incredible; Twin Galaxies, Ottumwa, IA	1/9/83
485,785	Todd Walker	That's Incredible; Twin Galaxies, Ottumwa, IA	1/9/83
234,629	Jeff Stueve	That's Incredible; Twin Galaxies, Ottumwa, IA	1/9/83
221,480	Tim Foland	That's Incredible; Twin Galaxies, Ottumwa, IA	1/9/83
214,204	Lee Whitney	That's Incredible; Twin Galaxies, Ottumwa, IA	1/9/83
192,364	Antonio Medina	That's Incredible; Twin Galaxies, Ottumwa, IA	1/9/83
157,677	Joe Malasarte	That's Incredible; Twin Galaxies, Ottumwa, IA	1/9/83

Mini Golf

60,500	Stan Szczepanski	Aladdin's Castle #91; Beverly Hills, CA	6/28/86

Missile Command (Atari)

Diff: hardest; Start: 6 cities; Bonus: none

Note: There are numerous chips which allow the player to score faster than the original chip. Scores are only accepted for the original chip.

Tournament settings:

1,695,265	Roy Shildt	W. Los Angeles, CA	6/30/85

Factory settings – Marathon:

80,364,995	Victor Ali	Cinedome 7; San Francisco, CA	12/23/82

72,547,630	Kevin Baughan	Video City; Dayton OH	11/10/82
60,220,510	Roy Shildt	Capt Video; Los Angeles, CA	4/6/82

Monaco GP (Sega)

Diff: none; Start: 1 car; Bonus: unlimited, 1 at 2,000 and every 2,000 points; Time Count: 90

Note: Program may limit the score counter to 10,000 points.

10,000	Robert Paquette	Starcastle Arcade; Smithfield, RI	3/12/82

Monster Bash (Sega)

Diff: #2-medium; Start: 3 kids; Bonus: limited, 1 kid at 20,000 points

448,400	Bob Lynch	Bun N Games; Kenosha, WI	2/13/83

Moon Cresta (Sega)

Diff: none; Start: 3-section ship; Bonus: limited, 1 free game after 30,000 points

152,100	Bill Awalin	Space Station; Anchorage, AK	2/29/84

Moon Patrol (Williams)

Diff: none; Start: 5 cars; Bonus: 1 car at 10,000 points

1,214,600 (7 cars)	Mark Robichek	Golfland USA; Mountain View, CA	11/21/83
740,070	Eric Ginner	Golfland USA; Sunnyvale, CA	11/25/82
366,700	Carl Lierman	Seattle, WA	6/30/85
181,900	Jeff Sciem	Wilmington, NC	6/30/84

Moon Shuttle (Taito)

Diff: none; Start: 3 rockets; Bonus: unlimited, 1 every 15,000 points

30,870	Mike Perez	Bun N Games; Kenosha, WI	12/6/82

Moon Wars

Diff: factory settings

83,830	Tracy Miller	Bun N Games; Kenosha, WI	1/28/83

Mortal Kombat 1 (Midway)

Diff: 5-extra hard; Seven Character

Mortal Kombat 2

Diff: 5-extra hard; Tracking: highest number of kills on each character until they reach the end of the game; Continuation: "No"

Note: Set continuation price astronomically high so the player will not continue.

282,000 (Scorpion)	Jimmy Cardenas	Exhilirama; Vorhees, NJ	4/20/97

Motorace USA (Williams Electronics 1983)

2,058,300	Lyle Holman	Twin Galaxies; Ottumwa, IA	11/18/83
1,214,400	Steve Harris	Twin Galaxies; Ottumwa, IA	11/12/83

Mousetrap

61,366,060	Bill Bradham	Take Ten Arcade; Dublin, GA	7/24/83
35,067,410	Briggs Miller	Central Video; Dunkirk, NY	11/10/82

Mr Do! (Universal)

26,030,050	David Breckon	Tom's Arcade; London, ON, Canada	1/26/86
2,535,852	John McKeever	Casino Amusement Ctr; Montreal, QB, Canada	5/14/83
1,390,350	Desiree McCrorey	Santa Clara, CA	6/30/85

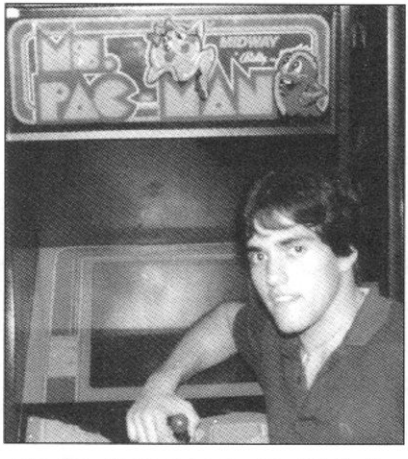
Mr Do's Castle (Universal)

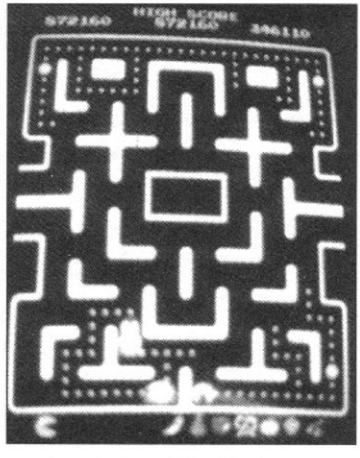
421,780	Barry Lewis	Barney's; Northfield, NJ	4/12/84
370,520	Roy Sidor	Space Station; Anchorage, AK	6/30/85

Ms Pacman (Midway 1981)

Diff: none; Start: 3 men; Bonus: 1 more at 10,000

874,530	Chris Ayra	Johnny Zee's; Victoria, BC, Canada	6/30/85





Ms Pac-Man world champ, **Chris Ayra**, and a photo of the last screen he reached before the split-board ("kill-screen") automatically ended his game on *Ms Pac-Man*. His final score was 874,530. *(Photos Courtesy Chris Ayra)*

703,560	Billy Mitchell	Hollywood, FL	1/27/85
681,130	Tom Asaki	Twin Galaxies; Ottumwa, IA	10/2/83
397,950	Kevin Fischer	Silver Springs, MD	7/12/83
130,300	Rick Greenwasser	Twin Galaxies; Kirksville MO	5/10/82
127,950	Ronald Kennedy	Exhilirama; Vorhees, NJ	4/20/97
125,280	Clinton Gallagher	Cool Crest; Independence, MO	4/20/97
108,510	Charles Hal	Cool Crest; Independence, MO	4/20/97

Munch Mobile (1983)

2,035,540	Ivan Luengas	Aladdin's Castle; N. Miami Beach, FL	11/21/83
1,161,480	James Turner	San Diego, CA	7/23/83

Mutant Fighters (Data East)

Diff: #2-normal/factory; Timer Decrement: #1-normal/factory; Life Amount for Each Stage: normal/factory; Continue: "Off"

Mystic Marathon

Diff: factory settings

4,000,000	Clay Bostick	Space Station; Anchorage	AK 10/8/84

NATO Defense

Diff: factory settings

1,113,000	Paul Barrette	Pot of Gold; Kenosha, WI	12/18/82

Naughty Boy (Cinematronics)

Diff: #2-harder; Start: 3 naughty boys; Bonus: limited, 1 boy at 30,000 points

5,345,060	Kim French	Electric Pazzazz; Trail, BC, Canada	4/21/83

NBA Hang Time

Diff: tournament mode – no "Power-Ups" are allowed; Team Selected: "Chicago Bulls;" Continuous: "Off"
Note: The player chooses Dennis Rodman and Pippin is assigned as the computer-selected drone. First place goes to the player who has the greatest span of points over the machine.
Warning: The most important thing the officials much watch for are the use of custom characters. The arcade has to remove "Custom" players or have the officials monitor every game to insure that custom players were not included.

NBA Jam (Midway)

Diff: #3/factory; Game Time Speed: #3/factory; Computer Assistance: "Off"
Note: No tournament mode included.

NBA Jam Tournament Edition (Midway)

Diff: #3/factory; Game Timer Speed: #3/factory
Note: Scores submitted only on 1-player games.

NBA Maximum Hang Time (Midway)

Diff: tournament mode enabled; Game Time Speed: factory; Drone: factory; Computer Assistance: disabled

Nibbler (Rockola 1982)

Diff: hard; Start: 3 men; Bonus: 1 every four waves

1,000,042,270 (44 hrs)	Tim McVey	Twin Galaxies; Ottumwa, IA	1/18/84
838,322,160	Tom Asaki	Twin Galaxies; Ottumwa, IA	6/18/83

390,156,320	Marc Wertheim	North Bergen, NJ	6/30/85
130,960,480	Allen Rager	Millington, TN	7/16/83

Night Stocker

7,634,900	John Wilson	Kenosha, WI	6/28/87
3,963,900	Donn Nauert	L.A. Airport Hilton	1/17/87

Ninja Warriors

188,900	Brian Chapel	Mesa, AZ	7/22/88

N.Y. Captor

Diff: factory settings

9,999,990	Robert Halbasch	M&M Putting Green; Blytheville, AR	2/7/87

Off the Wall (Atari)

Diff: #2-moderate/factory; Number of Players Allowed: 1 player against machine; Continuation: disallowed

9-Credit Game:

38,919	Anthony Felt	Putt Putt Golf; Fairfield, IA	4/20/97
30,694	Randy Roe	Putt Putt Golf; Fairfield, IA	4/20/97
27,061	Andrew Gallagher	Putt Putt Golf; Fairfield, IA	4/20/97

Omega Race (Midway)

Diff: none; Start: 3 ships; Bonus: limited, 1 ship at 50,000, 150,000 and 250,000 points

3,290,900	Thomas Gault	Tom's Arcade; Duluth, MN	9/12/86
2,809,750	David Brunow	Another Galaxy; McHenry, IL	3/23/83
2,638,800	Craig Nichols	Arcade Alley; Glendora, CA	6/6/82
2,056,100	Jim Banbury	Amusement Crossings; Charlotte, NC	9/14/82
1,215,200	Rick Klin	Video Magic; Corvallis, MT	5/10/82

Operation Wolf (Taito)

Diff: "D"-hardest; Magazines to Start: 6/factory

212,350	Mark Twitty	Garden Grove, CA	–
140,000	Robert Faust	Exhilirama; Vorhees, NJ	4/20/97

Out Run

52,897,690	Richard Jackson	Le Fun Arcade; Austin, TX	2/21/87
49,050,270	Dan Lee	–	–
48,651,380	Monte Poston	Daytona Beach, FL	4/25/88
46,894,110	Daniel Carranza	Aladdin's Castle; Venice, CA	6/27/87

PacLand

4,150,400	Mark Mendes	London, U.K.	–
874,330	Scott Hilty	Aladdin's Castle #34; Wintersville, OH	6/28/86

Pac-Man (Midway 1980)

Diff: none; Start: 3 men; Bonus: 1 more at 10,000 points
Note: Highest score possible is 3,333,180.

3,324,730	Chris Ayra	Aladdin's Castle; Mobile, AL	6/29/86
3,312,100	Billy Mitchell	Hollywood, FL	3/12/86
3,197,360	Tim Balderamos	Rapid City, SD	1/28/83
3,155,320	Patrice Corbell	Montreal, QB, Canada	6/30/85

Pac-Man Arranged (Midway 1997)

375,990	Leo Daniels	Cool World; Wilmington, NC	4/20/97
359,320	Steve O'Donnell	Cool World; Wilmington, NC	4/20/97
192,610	Christina Boyd	Cool World; Wilmington, NC	4/20/97
105,630	Nicholas Bryant	Cool World; Wilmington, NC	4/20/97

PacMania

385,570	Donn Nauert	Austin, TX	8/6/88

Pac-Man Plus (Midway 1980)

Diff: none; Start: 3 men; Bonus: 1 more at 10,000 points

3,213,900	Shannon Ryan	Starship Video; Upland, CA	11/21/83
3,203,580	Doug Perkins	Dallas, TX	–
1,509,910	Terry Franzen	Normal, IL	4/2/83

Pack Rat

910,875	Jeff Peters	Camelot; Anaheim, CA	3/20/86
630,157	Bill Carmichael	Aladdin's Castle #481; Cheyenne, WY	6/28/86

Pang 3 (Mitchell Corp.)

Diff: #6; Extend: "Very Hard" for free guy

Note: There are two modes: Art Mode and Panic Mode.

Art Mode:

2,256,411	Sheila Van Buren	Fun-Attic; Springfield, MO	4/20/97

Panic Mode:

197,800	Sheila Van Buren	Fun-Attic; Springfield, MO	4/20/97

Paperboy (Atari)

1,136,435	Phill Britt	Aladdin's Castle #409; Riverside, CA	6/28/86

PENGO (Sega)

Diff: #2-medium; Start: 5 Pengos; Bonus: limited, 1 Pengo at 30,000 points

1,110,370	Rodney Day	Olympic Bowling Ctr; Canberra, Australia	8/13/83
809,990	Kevin Leisner	Mission Control; Racine, WI	2/25/83
460,650	Terry Tanaka	Honolulu, HI	7/2/85
285,210	Debbie M. Jensen	Space Station; Anchorage, AK	7/2/85
263,860	Mark Robichek	Central Park Amusement; Mt View, CA	10/24/82

PEPPER II

10,642,030	Herbie Fong	–	12/12/82

PHOENIX (Centuri)

Diff: none; Start: 3 ships; Bonus: limited, 1 ship at 3,000 points and another at 30,000

987,620	Matt Gotfraind	Cloverleaf Golf N Game; Miami, FL	3/17/83
672,590	Orlando Funderburk	Galaxy Video Games; Charlotte, NC	11/10/82
608,255	Scott Mohr	Phil's Family Fun Ctr; Lakewood, CA	8/28/82

PLEIADES

Diff: none; Start: 3 men; Bonus: 1st at 3,000 points and 2nd at 30,000

1,164,900	Patrick Orr	Galaxy Video Games; Charlotte, NC	8/23/82

Polaris

Diff: factory settings

791,800	Cyril Herridge	King Amusements; Grandhawk, Newfoundland	–

Pole Position (Atari)

Diff: "B" = 195 mph, "H" = 244 mph; Start: 4 laps

67,310	Les Lagier	Video Paradise; San Jose, CA	6/30/86
67,260	Mike Klug	Video Paradise; San Jose, CA	6/27/84

Suzuka Track:

70,050	Kelly Weaverling	Space Station; Anchorage, AK	4/4/84

Pole Position II (Atari)

Option #1: 3 racing laps; Option #2: 100 seconds per lap; Option #3: diff #4; Option #4: qualifying lap is diff: #4

Test Track:

81,870	Jeff Peters	Galaxy Arcade; Rancho Cucamonga, CA	–
79,730	Joe Malasarte	Space Station; Anchorage, AK	7/2/85

Fuji Track:

78,020	Mike Klug	Aladdin's Castle #188; Sunnyvale, CA	6/27/87
75,390	Lloyd Dahling	Space Station; Anchorage, AK	7/2/85

Seaside Track:

75,390	Jeff Peters	Aladdin's Castle #91; Etiwanda, CA	–
44,150	George Fabela	Aladdin's Castle #339; Farmer's Branch, TX	6/28/86

Suzuka Track:

75,660	Jeff Peters	Etiwanda, CA	6/27/87

Pon-Poko

Diff: factory settings

133,940	Larry Young	U.S. Enterprise; Ottumwa, IA	3/14/84

Pooyan

1,609,250	Mark Kinter	Video Mania; Parkersburg, VA	12/16/83
364,550	Rick Marsh	TJ's Arcade; Fort Dodge, IA	–

Popeye (Nintendo)

1,232,250	Steve Harris	Twin Galaxies; Ottumwa, IA	11/15/83
894,260	Eric Ginner	Golfland USA; Sunnyvale, CA	–
209,880	Brian Wofford	Molenda's Madhouse; Southfield, MI	5/22/83

Pot of Gold

Diff: factory settings

1,113,320	Eddie Leech	Play It Again; Lenox, IL	11/30/82

Power Drive

Diff: factory settings

170,900	Tim Uyeda	L.A. Airport Hilton	1/18/87
170,500	Jeffrey Scott Qualey	Aladdin's Castle; Annapolis, MD	6/27/87

Primal Rage (Atari)

Diff: medium/factory; Start: 2 out of 3 victories per round; Gory Effects: "Full Gore"/factory; Sensor strictness: "Easy

Going" or "Strict Setting" time
NOTE: Turn off "Loop."
WARNING: The player should alert the officials that he is attempting this game to ensure that the game's scoreboard is adequately cleared out. (See Rule 1.6) *This game refuses to display a score while it is being played. The score finally is only revealed at the end of the game – but only if the computer asks you to submit your initials because you are one of the top 10 to 15 scores. Unfortunately, if you do not make the top 10 to 15 scores, your score will disappear from the screen immediately, disallowing the witnesses the opportunity to properly log your achievement. To remedy this, the scoreboard must be cleared out periodically to make room for a constant stream of new high scores. Otherwise the computer will prevent you from scoring properly.*

124,900	Matthew Valenzuela	Playtime Arcade; Woodland, CA	4/20/97

PROFESSOR PAC-MAN

Diff: factory settings

999,990	Greg Gunter	Wizard's; Peoria, IL	12/9/83

PULSAR (Sega)

Diff: none; Start: 3 tanks; Bonus: limited, 1 tank at 10,000 points

68,350	Tracy Miller	Bun N Games; Kensoha, WI	5/26/83

PUNCH-OUT (Nintendo)

15,999,990	RAC Carpana	Playland; New York, NY	12/13/86
15,019,240	Dale Klaus	Aladdin's Castle #120; Houston, TX	6/28/86

13,993,130	Tran Vu	Montreal, QB, Canada	6/30/85
8,585,130	Chris Emery	Winnipeg, MB, Canada	7/2/85

Q*Bert (Gottlieb)

Diff: normal; Start: 3 Q*Berts; Bonus: unlimited, 1 at 8,000 and 14,000 points and every 14,000 points thereafter

Tournament settings:

2,222,220	Drew Goins	Aladdin's Castle; Owensboro, KY	6/27/87
1,895,565	Tom Gault	Duluth, MN	6/30/85
1,112,300	Doris Self	Cloverleaf Golf N Games; Miami, FL	–

Factory settings – Marathon *(Awards Extra Men)*:

33,273,520	Bob Gerhardt	Lloydminster, AB, Canada	4/2/84

Chris Ayra, world champion *Ms Pac-Man* player, watches **Doris Self**, world champion *Q*Bert* player, work on a new high score. Self (58) was the oldest champion to be selected for the ***Electronic Circus*** in 1983.

32,204,485	Mike Lee	Richmond, BC, Canada	11/23/83
24,000,060	Terry Mann	Medford, OR	10/1/83
21,700,021 (46 hrs)	Tom Gault	Twin Galaxies; Ottumwa, IA	1/18/84
17,899,325	Ben Gold	ProVideo Ctr; Dallas, TX	3/27/83

QB-3

Diff: factory settings

175,380	Allan Jackson	20th Century Bowling; Chicago, IL	2/26/83

Qix (Taito)

Diff: #2; Start: 3 markers; Bonus: none; Other Levels: Threshold: 75%; Time Line: 32 seconds

1,666,604	Bill Camden	Galaxy 1; Lynchburg, VA	1/15/83
1,046,412	Desiree McCrorey	Golfland USA; Sunnyvale, CA	11/28/82
532,628	Gary Daley	2001 Video Arcade; Missoula, MT	6/17/82
359,556	Ben Goldberg	Silver Ball; Berkeley, CA	5/5/82

Qix II (Taito)

Diff: #2; Start: 3 Markers; Bonus: unlimited, additional marker every time threshold is above 90% of the screen; Other Levels: Threshold: 75%; Time Line: 32 Seconds

Note: Also called "Marathon Qix."

676,185	Daniel Chilton	Gaslight Pub; Pleasantville, NJ	7/18/82

Quantum (Atari)

Diff: #2; Start: 3 Quantums; Bonus: unlimited, 1 at 25,000 and every 50,000 points thereafter

2,116,240	Edward Carpenter	New World Novelty; Toronto, ON, Canada	12/2/83

1,387,420	Kevin Clarke	Columbus, OH	–
1,029,160	Judd Boone	Mr Bill's; Moscow, ID	11/12/83

Race Drivin' (Atari)

Diff: #2-medium/factory; Champ Lap Qualification: medium/factory

Radarscope

Diff: factory settings

117,300	Todd Anderson	Twin Galaxies; Ottumwa, IA	3/10/82

Radarzone

Diff: factory settings

359,000	Tom Torrez	Earth Station I; Antioch, CA	3/12/83

Rage in the Cage (Fun Merchants)

Diff: none; Actual Period Time: 30 seconds; Points for a Prize: 150

Raiden II (Fabtek)

Diff: #3 hard; Start: 3 lives; Bonus: extended player at 1 million and 3 million

Note: This game does not have to be witnessed because the score turns to zero if the player attempts to extend the game by putting in more money.

33,420	Amber McAnally	Fun-Attic; Springfield, MO	4/20/97

Rally-X (Midway)

Diff: medium; Start: 3 cars; Bonus: limited, 1 more car at 20,000 points

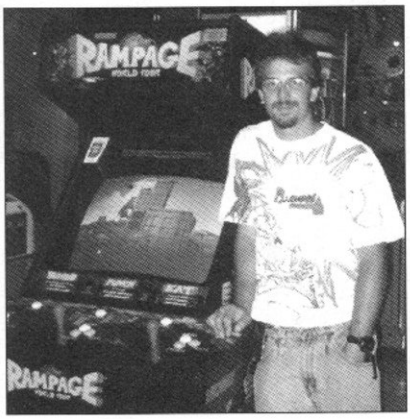
167,870	Chris Ranalla	Escape Hatch; Parkersburg, WV	12/28/82
135,790	Bob Risley	Funspot; Weir's Beach, NH	2/23/82
120,450	Joel West	Gastonia Mini Golf; Gastonia, NC	11/10/82
54,290	Chris Delfs	Cool World; Wilmington, NC	4/20/97
51,660	Tad Perry	Seattle, WA	7/2/85

Rampage World Tour

3,734,600	Chris Delfs	Cool World; Wilmington, NC	4/20/97
2,680,700	Steve O'Donnell	Cool World; Wilmington, NC	4/20/97

Reactor

10,156,922	Ron Heany	Zanadu; Streamwood, IL	11/13/83
448,833	Ed Flores	Fun N Games; Santa Maria, CA	1/2/83
396,731	Todd Mayberry	Mack's Gold Mine; Kennet, MO	2/11/83
321,299	Linda Rojas	Pot of Gold; Kenosha, WI	10/30/82



Chris Delfs captured the world title on *Rampage World Tour* during the ***1997 Video Game & Pinball Masters Tournament*** held at Cool World Arcade in Wilmington, NC. *(Photo courtesy of Leo Daniels)*

295,400	Leo Daniels	Light Years Amusement; Wrightsville Beach, NC	8/15/82
128,450	Antonio Medina	Cosmic Palace; Napa, CA	8/1/1982

Red Baron (Atari)

Diff: self-adjusts as the player's score climbs; Start: 3 planes; Bonus: limited, 1 plane at 2,000, 1 plane at 10,000 and 1 more at 30,000 points

330,150	Richard Watson	Electronic Corral; Lakewood, CA	12/26/83
298,920	Alan Jasperson	Empire Video; Olympia, WA	12/13/82
214,230	David Palmer	Auburn, CA	7/2/85
99,990	Brad Wilebski	Video Challenge; Lamont, IL	11/10/82
98,780	Rick Johnson	Video Village; Fredonia, NY	6/11/82

Red Alert

Diff: factory settings

24,260	Steve Harris	NKC Pro Bowl; Kansas City, MO	3/31/83

Red Clash

Diff: factory settings

64,100	Mark Hoff	U.S. Enterprise; Ottumwa, IA	3/13/83

Relief Pitcher (Atari)

Diff: medium/factory; Choose: "Full Nine Innings;" Free Inning after Victory: "No"

Renegade

Diff: factory settings

236,650	Todd Houston	Hermosa Arcade; Hermos Beach, CA	12/6/86

Rescue

606,235	Grant Kupfer	High Spot Arcade; Edmonton, AB, Canada	12/15/83
437,360	Rey Flores	Stop N Go; Turtle Creek, TX	6/8/83
419,555	Roddy Rodolfo	Putt Putt Golf & Games; Ft Worth, TX	1/2/83

Return of the Jedi (Atari)

Diff: factory settings

Special Note: All scores dated January 13, 1985, were achieved during Twin Galaxies' Coronation Day Ceremonies at the Captain Video Arcade in Los Angeles, CA.

1,938,010	Mike Sullivan	Riverside, CA	7/2/85
1,638,780	Phil Britt	Riverside, CA	1/13/85
1,441,380	Jeff Peters	Etiwanda, CA	1/13/85
1,314,930	Joe Janiec	Anchorage, AK	1/13/85
1,262,670	Donn Nauert	Austin, TX	1/13/85
1,053,000	Landon Rothstein	Coram, NY	1/13/85
1,016,520	Jack Gale	N. Miami Beach, FL	1/13/85
1,001,010	Kelly Kobashigawa	Los Angeles, CA	1/13/85
868,160	Mike Ward	Madison, WI	1/13/85
750,320	Ben Gold	Dallas, TX	1/13/85
726,400	Gary Hatt	Monrovia, CA	1/13/85
722,370	Steve Beall	Santa Maria, CA	1/13/85
706,810	Dwayne Richard	Grand Prairie, AB, Canada	1/13/85
706,730	Chris Emery	Winnipeg, MB, Canada	1/13/85
704,460	Kevin Pollock	Claremont, CA	1/13/85
703,410	Roy Shildt	Westwood, CA	1/13/85
698,840	Mark Alpiger	Louisville, KY	1/13/85
698,780	Tim Williams	Moscow, ID	1/13/85
695,850	Perry Rodgers	Napa, CA	1/13/85
683,330	Tony Weiner	Tarzana, CA	1/13/85

636,900	Chris Ayra	Miami, FL	1/13/85
609,970	Tom Asaki	Los Alamitos, CA	1/13/85

Revolution X (Midway)

Diff: medium; Energy to Start: 150/factory; CDs to Start: 25/factory

Note: Multiple buy-ins allowed. High score is at the end of the game.

19,797,890	Aaron Van Buren	Fun-Attic; Springfield, MO	4/20/97
867,000	Amber McAnally	Fun-Attic; Springfield, MO	4/20/97

Rim Rockin' Basketball (Strata)

Diff: Skill level #2/factory; Game Time: 90 seconds

Rip-Off (Cinematronics)

Diff: none; Start: 8 fuel canisters; Bonus: none

Note: Gameroom managers can set the game to display two individual scores or one collective team score.

92,890	P. Sweeney & K. Potter	Cosmic Palace; Napa, CA	10/6/82

River Patrol

Diff: factory settings

1,245,000	Sean Looney	Galaxy Video; Mesa, AZ	5/6/86

Road Blasters

Diff: factory settings

2,216,120	Stan Szczepanski	Aladdin's Castle; Beverly Hills, CA	6/27/87

Road Runner (Midway)

Diff: none; Time Adjustment: 60 seconds; Extend: 9,000

2,287,420	Mark Haber	Fascination Arcade; New York, NY	12/10/86
21,500	Aaron Van Buren	Fun-Attic; Springfield, MO	4/20/97

Robby Roto (Midway)

Diff: #3; Start: 3 Rotos; Bonus: unlimited, 1 every 3rd rack (round)

518,250	Colin Hageney	U-Tote-Em; Houston, TX	1/5/83

Robocop

2,240,600	Stephan Krogman	Pampano Beach, FL	1991
280,000	Russ Krook, III	Bemidji, MN	2/13/97

Robotron (Williams)

Diff: #5; Start: 5 men; Bonus: none

Tournament settings:

960,350	Robert Bonney	Kirkland, WA	7/2/85
838,475	John Martinez	Video Wizard; Lombard, IL	7/2/85

Factory settings – Marathon *(Awards Extra Men)*:

348,691,680	Brian King	Durham, NC	12/12/83
325,325,325	Robert Starrs Bonney	Kirkland, WA	10/15/83
287,211,050	Michael Dullard	Nicklelodeon; Des Moines, IA	7/12/83
252,114,350	Eddie O'Neil	Outer Limits; Durham, NC	1/23/83
202,457,650	Michael Zack	West Bloomfield, MI	11/22/82
200,781,825	Bill Negus	Des Moines, IA	10/25/82
169,595,225	Leo Daniels	Light Years Amusement; Wrightsville, NC	9/1/82

112,000,600	Eric Ginner	Phil's Family Fun Ctr; Lakewood, CA	8/26/82
100,525,600	Chris Quade	The Pump House; Chapel Hill, NC	11/10/82
76,223,720	Dennis Felland	Voyager I; Madison, WI	6/14/82
39,945,525	Jack Tchilingurian	Electric Pazzaazz; Trail, BC, Canada	7/15/82
16,500,000	Darrel Loveley	Mother's Gold Mine; Tequesta, FL	7/15/82
15,623,200	Vinnie Maniola	Game Junction; Arlington Heights, IL	6/6/82
10,919,000	John Merkel	Stardust Bowl III; Dyer, IN	6/7/82
9,925,225	Ken Vance	Circus Circus; Las Vegas, NV	7/9/82

Rock N Roll Racing

–	Ricky Childs	Inverness, FL	1992
–	Mark Fiato	Bradford, MA	1992
–	David Paulina	Westchester, CA	1992
–	Alonso Alcantar	San Francisco, CA	1992

Round Up

Diff: factory settings

194,900	Chris Peterson	Bun N Games; Kenosha, WI	2/13/83

Route 16

Diff: factory settings

40,200	Phil Satterla	Hyperspace Arcade; Havelock, NC	5/9/82

R-Type

434,900	M.J.D.	Hants, United Kingdom	1989

Run & Gun (Konami 1993)

Diff: #4-medium/factory; Play Time: 4 minutes/factory
Note: Scores must be submitted on 1-player game.

Run & Gun II

Diff: Computer players should be "Off;" Timer: normal; Turn Loop: "Off"
Note: Buy-ins are accepted because game has inevitable ending.

Rush N Attack

447,140	Dave Lopez	Aladdin's Castle #383; Casper, WY	6/28/86

Rygar

3,450,570	Tseliang Yang	Austin, TX	11/6/87
2,954,940	Donn Nauert	Le Fun Arcade; Austin, TX	3/2/87
1,888,640	Theodore Smith	Aladdin's Castle; Waunakee, WI	6/27/87

San Francisco Rush (Atari)

Three Tracks: Beginner, Advanced and Expert courses; Modes: Automatic and Manual

Beginner:

2:20:18	Leo Daniels	Cool World; Wilmington, NC	4/20/97
2:35:00	Jason Hayes	Cool World; Wilmington, NC	4/20/97

Advanced:

5:11:76	Leo Daniels	Cool World; Wilmington, NC	4/20/97

Extreme:

8:06:88	Leo Daniels	Cool World; Wilmington, NC	4/20/97
8:21.37	Jason Hayes	Cool World; Wilmington, NC	4/20/97

Sarge

246,000	Phil Blanchard	Aladdin's Castle; N. Miami Beach, FL	6/27/87
137,575	Dale Klaus	Aladdin's Castle #120; Houston, TX	6/26/86

Satan's Hollow (Midway)

Diff: #4; Start: 3 shooters; Bonus: limited, 1 more shooter at 10,000 points

43,086,300	Aaron Samuel	Mr Bill's; Moscow, ID	8/5/83
18,098,450	Michael Ward	Aladdin's Castle #16; Madison, WI	6/28/86
12,816,000	Chris Emery	Winnipeg, MB, Canada	7/2/85
11,278,830	Brian Chapel	Mesa, AZ	4/2/84
908,885	Darren Olson	Reflections; Calgary, AB, Canada	–

Scramble (Stern 1981)

Diff: none; Start: 5 men; Bonus: 1 more at 10,000 points

999,250	John Norman	Light Years Amusement; Wrightsville Beach, NC	–
561,480	Dan Hummer	Phil's Family Fun Ctr; Lakewood, CA	8/25/82
326,270	Matt Brass	Twin Galaxies; Kirksville, MO	3/21/82

Section Z

Diff: factory settings

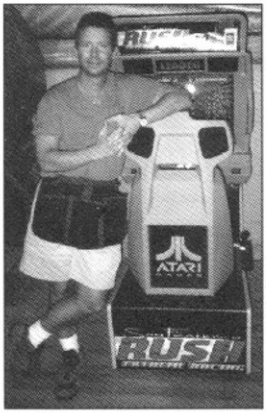
1,694,630	Stephan Wimmer	Le Fun Arcade; Austin, TX	9/30/86

SEGA RALLY (Sega 1995)
Diff: #2-normal

SHINOBI

423,600 T.E.C. Fullerton, CA 6/21/88

Left: **Leo Daniels**, posing with *San Francisco Rush* – his latest conquest – during the 1997 Video Game & Pinball Masters Tournament. One of history's most famous video game players, Daniels received national attention as early as 1981 for his legendary battles against *Asteroids* and *Robotron*. *Right:* When **Matthew Nelson** isn't being the funkmeister, he's winning top honors on *Streetfighter 3* at the 1997 competition at Cool World Arcade in Wilmington, NC. *Bottom:* Uh, oh – it's **Brandon Smith**. He beat up *Virtua Fighter 2* at Cool World Arcade in Wilmington, NC, during the 1997 competition. Some arcades won't even let him compete because he is so good. *(Photos courtesy of Leo Daniels)*



Side Arms

Diff: factory settings

1,812,800	Jeff Peters	College Arcade; Los Angeles, CA	2/14/87

Sinistar (Williams Electronics)

761,305	Chris Emery	Winnipeg, MB, Canada	4/3/84
468,670	Steve Harris	Bob's IGA; Kansas City, MO	5/26/83
327,655	Dean McMannis	San Jose, CA	5/1/83
282,225	Jeff Peters	Etiwanda, CA	7/2/85
224,655	Mark Bersabe	Video Paradise; San Jose, CA	8/25/83
188,170	Joseph Janiec	Space Station; Anchorge, AK	6/30/84
110,655	Darren Scism	Carolina Beach, NC	6/30/84

Sky Soldiers

1,215,000	Jeff Peters	Los Angeles, CA	7/16/88

Slither

Diff: factory settings

187,830	Michael Weber	Bun N Games; Kenosha, WI	2/19/83

Smash TV

12,624,000	Greg Gibson	–	–

Snap Jack

Diff: factory settings

58,080	Mark Cothran	Galaxy Video Games; Charlotte, NC	7/1/83

Solar Fox

Diff: factory settings

1,763,700	Russell Palmer	Galaxy Family Arcade; Esterville, IA	3/12/83

Solar Fox (Midway)

Diff: #3; Start: 3 bases; Bonus: unlimited, 1 at 20,000, 100,000 and 300,000 points and then every 10 racks (rounds)

Solar Quest (Cinematronics)

Diff: #2; Start: 3 ships, 5 nuke bombs; Bonus: unlimited, 1 ship for every 25 survivors captured, 1 nuke for every 10,000 points

200,850	Tony Vandercar	Video Challenger; Lamont, IL	8/24/82

Son Son

Diff: factory settings

3,104,200	Jeff Peters	Galaxy Arcade; Cucamonga, CA	1/16/86

Soul Edge (Namco)

Diff: #3 hard/factory; Stage Width: 18/factory; Fight Count: 2/factory; Life Bar: 2/factory; Round Time: 40 seconds
Note: No Continuation or buy-ins allowed. Scores must be submitted on 1-player games.

Soul Edge II (Namco)

Diff: #5-ultra hard; Stage Width: 18 meters; Beginning Life

Bar: 100%; Event mode: "On" – player can't continue once they get knocked off

7'09"23 (Rock)	Herb Branan	High Voltage Arcade; Calif. Univ. of Pennsylvania	4/20/97

Space Ace

Diff: factory settings

770,866	Steve Joseph	Starship Video; Upland, CA	2/5/84

Space Duel (Atari)

Diff: #3 normal; Start: 4 ships; Bonus: unlimited, 1 ship every 10,000 points

Note: There are four different game formats: Fighter, Space Station, Singles, Doubles.

623,720	David Plummer	Midtown Amusements; Regina, SK, Canada	–
577,710	David Covell	Bun N Games; Kenosha WI	12/4/82

Space Dungeon

10,505,915	Ron Lilly	Video Champ; Des Moines, IA	7/26/83
3,200,400	Dwayne Richard	Grand Prairie, AB, Canada	–

Space Harrier

31,077,900	Richard Hunter	Aladdin's Castle #400; Compton, CA	6/28/86

Space Invaders (Taito 1980)

Diff: none; Start: 3 men; Bonus: 1 man at 1,000 points

210,000	Ned Troide	Barrel of Fun; Clearwater, FL	8/12/82
150,880	Matt Brass	Twin Galaxies; Kirksville, MO	4/3/82

29,090	Sonny Shum	Victoria, BC, Canada	7/2/85
9,990	Joseph Amor	San Jose, CA	–

Space Invaders Deluxe (Taito 1981)

Diff: none; Start: 3 men; Bonus: 1 man at 1,500 points

425,230	Matt Brass	Modern West Bar; Helena, MT	9/16/82
399,990	Leo Daniels	Jubilee Park; Carolina Beach, NC	8/18/81

Space Firebird (Sega)

Diff: none; Start: 3 ships; Bonus: limited, 1 ship at 5,000 points

Space Fury (Sega)

Diff: #2-medium; Start: 3 ships; Bonus: limited, 1 ship at 20,000 points

222,599	Loren Hawkinson	Fun N Games; Hamilton, MT	4/18/82

Space Odyssey

Diff: factory settings

2,559,000	Curtis Gaskill	Hyperspace Arcade; Havelock, NC	4/1/82

Space Panic

Diff: none; Start: 3 panics; Bonus: 3,000 points

48,960	Kevin Clark	Residence Arcade; Columbus, OH	3/13/83

Space Tactics (Sega)

Diff: none; Start: 4 base barriers; Bonus: unlimited, 1 base barrier every UFO and all invaders destroyed

3,285,800	Dan Salinas	Cosmic Palace; Napa, CA	10/26/82

Space Wars
Diff: factory settings

19	Michael Mize	Hyperspace Arcade; Havelock, NC	8/21/82

Space Zap

230,000	Mike Jones	YMCA; Ottumwa, IA	1/14/83

Speak Easy

21,396,050	Steve Stanger	Caledonia, MI	8/1/83

Spectar (Exidy 1980)
Diff: none; Start: 3 ships

151,000	Scotty Williams	Light Year's Amusement; Wrightsville Beach, NC	9/13/82

Speed Buggy
South:

177,480	Mark Foster	Brea, CA	6/27/86

Off Road:

148,000	Mark Haber	Golfland USA; El Monte, CA	6/4/86
118,880	Gary Hancock	Aladdin's Castle; Fredericksburg, VA	6/27/87
101,440	Tim Mereno	Aladdin's Castle #251; Virginia Beach, VA	6/28/86

North:

151,870	Danny Carranza	Aladdin's Castle #91; Culver City, CA	6/28/86

East:

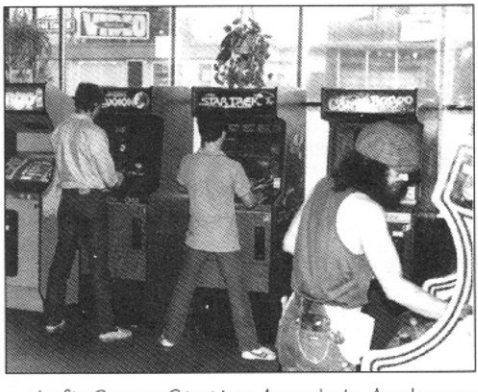
105,440	Tim Moreno	Aladdin's Castle #251; Virginia Beach, VA	6/27/86
78,430	Kevin DeCesare	Aladdin's Castle; Wintersville, OH	6/27/87
57,890	Scott Jung	Aladdin's Castle #462; Maryland Heights, MO	6/28/86

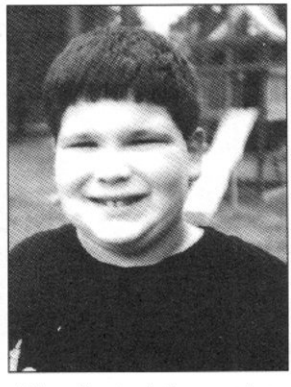
West:

160,230	Mark Haber	Playland Arcade; Bronx, NY	8/9/86
116,220	Joseph Brown	Aladdin's Castle; Boulder, CO	6/27/87
83,990	Tim Mereno	Aladdin's Castle; Virginia Beach #251, VA	6/26/86

Speed Racer (Namco)

Diff: factory settings; Three Courses: "Alpine," "Desert," "Fire"





Left: Space Station Arcade in Anchorage, AK, collected the most high score titles during the ***1984 Video Game Masters Tournament***. *Right:* **Brian Clemens**, nine years old, gave much older kids a run for their money on *Speed Racer* during the 1997 championship at Cool World Arcade in Wilmington, NC.

NOTE: There are four score tables, listed individual and as best of all 3. The "Score" is followed by the "Time" in parenthesis.

74,090 (5:44:68)	Steve O'Donnell	Cool World; Wilmingtn, NC	4/20/97
73,248 (5:38:78)	Brian Clemens	Cool World; Wilmington, NC	4/20/97
66,363 (5:54:0)	Jason Hayes	Cool World; Wilmington, NC	4/20/97

SPEED RUMBLER

Diff: factory settings

106,500	Donn Nauert	Le Fun Arcade; Austin, TX	2/12/87

SPIDERMAN (Sega)

Diff: #5/factory; Vitality: 400/factory

SPIDERS

Diff: factory settings

1,535,000	Bill Millis	Space Station; Wilmington, NC	9/17/83

SPRINT 2

Diff: factory settings

158	Cindy Ingles	Twin Galaxies; Ottumwa, IA	12/12/82

SPY HUNTER

9,512,590	Paul Dean	Huish Family Fun; Upland, CA	6/28/85
794,495	Brian McDowell	Harrells, NC	6/30/84
413,510	Sal Luiso	Westport, CT	6/15/83

Squid Search (Gremlin 1980)

Diff: hardest; Start: 3 squids; Bonus: 1 at 20,000 points

34,433	Martin Brodeur	Rachael's Arcade; West Warwick, RI	9/8/83
29,530	Walter Day	Twin Galaxies; Ottumwa, IA	2/5/83

Stadium Cross (Sega)

Diff: none; Lap Settings: 4 laps; Extra Time Settings: normal/factory

Star Castle (Cinematronics)

Diff: none; Start: 3 ships; Bonus: unlimited, 1 ship every time energy cannon is destroyed

Note: An unofficial difficulty setting has been noted which makes the space mines more aggressive and hostile; it involves an unusual setting of the internal switches. Four different chips are in circulation: #904 is recommended.

Marathon:

7,842,950	Ron McCoy	Phil's Family Fun Ctr; Lakewood, CA	8/26/82

Star Fire

Diff: factory settings

9,780	Laura Curran	Hyperspace Arcade; Havelock, NC	1/4/82

Star Force (Tehkan – now known as Tecmo)

Diff: #4; Start: 3; Bonus: limited, 1 more at 50,000 points

Stargate (Williams)

Diff: #9; Start: 5 ships; Bonus: none

NOTE: When playing with unlimited ships, the program will eliminate all your ships if stored ships exceed 256.

Tournament settings:

194,200	Scott Heyano	Seattle, WA	6/30/85

Factory settings – Marathon *(Awards Extra Men)*:

71,473,400	Roger Mangum	Outer Limits; Durham, NC	4/8/83
70,283,000 (63 hrs)	Oscar Iglesias	Mr Video; Concord, CA	11/24/82
65,999,975 (61 hrs)	Ned Troide	Palm Harbor, FL	12/15/82
43,332,725	Connel McCrohan	ProVideo Arcade; Dallas, TX	10/6/82
40,001,150 (36 hrs)	Ben Gold	ProVideo Arcade; Dallas, TX	9/28/82
37,389,029	Dwayne Andrews	Grand Prairie, AB, Canada	8/26/82
32,000,000	Barry Porter	Arcadia; Oakville MO 1/10/82	
27,615,800	Leo Daniels	Light Years Amusement; Wrightsville Beach, NC	8/82
26,100,000	Scotty Williams	Wrightsville Beach, NC	8/26/82
23,296,075	Scott King	Outer Limits; Durham, NC	7/21/82
22,157,225	Brad Arneson	Capt Funtastic; Trail, BC, Canada	7/21/82
20,449,975	Joe Startz	Bun N Games; Kenosha, WI	7/8/82
20,003,335	Dan Williford	The Trap; Highpoint, NC	6/15/82
15,926,075	Anthony J; Scott	The Good Earth; New Orleans, LA	5/9/82
14,003,375	Robbie Simpson	The Pump House; Chapel Hill, NC	6/12/82
10,136,000	Phil Miller	Kentwood, MI	8/17/82
3,900,000	Kip Howse	Orem, UT	4/8/82

Star Rider (Williams Electronics)

539,960	David Palmer	The Game Room; Citrus Heights, CA	7/2/85
240,047	Eddie King	Arnold's on the Ave.; Seattle, WA	6/30/84

Star Trek (Sega)

Diff: #3 hard; Start: 3 torpedoes; Bonus: unlimited, 1 every 20,000 points

Tournament settings:

1,723,175	Maurice Disciullo	Ft Lauderdale, FL	7/2/85

Factory settings – Marathon *(Awards Extra Men)*:

100,000,000	Tim Collum	Video City; Dayton, OH	8/24/83
46,330,500	Gary Hatt	Starship Video; Upland, CA	8/19/83
20,916,075	Richard Borcher	Fun N Games; Santa Maria, CA	4/1/83
1,044,750	Robert Burtt	Fairfax, VA	6/21/83
974,475	Robert Purser	Norcross, GA	4/1/83

Star Wars (Atari)

Diff: #3-hard; Start: 6 shields; Bonus: 1 shield for destroying Death Star

Note: Only 6 shields total.

Tournament settings:

1,647,659	Aaron Van Buren	Fun-Attic; Springfield, MO	4/20/97
160,230	Mark Haber	Playland Arcade; Bronx, NY	8/9/86
116,220	Joseph Brown	Aladdin's Castle; Boulder, CO	6/27/87

Factory settings – Marathon *(Awards Extra Sheilds)*:
Diff: hardest; 1 shield for every destruction of Death Star

300,007,894	Robert Mruczek	New York, NY	1/22/84
108,251,034	David Palmer	Auburn, CA	5/1/84
70,207,984	Brian Weissinger	–	4/15/84
64,071,484	Sui Ming Louie	Aladdin's Castle; Hollis, NY	6/27/87
60,499,347 (12 hrs)	Kevin Ridders	Hanger 16; Albany, OR	1/10/84
48,339,497	Kevin Gentry	Lake Charles, LA	10/23/83
40,000,000	Keith Feinstein	Videotopia Exhibit	1997
13,990,709	Mike Hewett	Wilmington, NC	6/30/84
1,568,660	John Frye	Odyssey Arcade; Madison, WI	10/11/83

Steel Talons (Atari)
Diff: #4 -medium/factory; Continuous: "Off"
Note: Witnesses must verify 1-credit game.

Stocker (Bally Sente)
Game Ending: normal

53,970	Cody Joens	Aladdin's Castle #54; Rochester, MI	6/28/86
49,008	Dewayne Fox	Aladdin's Castle; Meridian, MS	6/27/87

Stompin'
Diff: factory settings

1,013,250	Keith Donnelly	Grand Prix; Ft Lauderdale, FL	10/10/86

Strategy X
Diff: factory settings

53,999	Mark Peterson	Bun N Games; Kenosha, WI	4/13/83

Stratovox (Taito)

Diff: #2; Start: 3 beam guns; Bonus: 10 astronauts remain when frame switches

Strikers 1945 (Psikyo)

Diff: #4-hardest; Start: 3 fighters; Bonus:1 fighter at 800,000

Note: Witnesses must watch the player so they don't extend their score with another quarter. (Continuation is "Off.")

915,723	Eric Anthony	Cool World; Wilmington, NC	8/30/97
456,301	Bill Toups	Fun-Attic; Springfield, MO	4/20/97
454,843	Leo Daniels	Cool World; Wilmington, NC	8/30/97
416,108	Brandon Lloyd	Cool World; Wilmington, NC	8/30/97
185,070	Steve O'Donnell	Cool World; Wilmington, NC	8/30/97
179,790	Jason Hayes	Cool World; Wilmington, NC	8/30/97
169,100	Alan German	Fun-Attic; Springfield, MO	4/20/97

Street Fighter 2 Alpha

Diff: hardest; Other Settings: factory

300,800	Elijah Potts	Red's; Edmonton, AB, Canada	4/20/97

Street Fighter II

Finished	Stephen Krogman	–	–

Street Fighter II Turbo Edition

Diff: hardest

200,003	Maurice Hobbs	Exhilirama; Vorhees, NJ	4/20/97

Street Fighter 3 (Capcom)

Diff: expert

NOTE: "Expert" is required for Tournaments – it globally makes all features automatically faster.

3,548,411 (Ryu)	Mathew Nelson	Cool World; Wilmington, NC	4/20/97
2,104,514	Brandon Lloyd	Cool World; Wilmington, NC	4/20/97
1,219,604 (Ken)	Martin Ribbins	Cool World; Wilmington, NC	4/20/97
1,180,202 (Ken)	William Hays, IV	Cool World; Wilmington, NC	4/20/97
1,161,403 (Ibuki)	Andre Bellamy	Cool World; Wilmington, NC	4/20/97
607,600 (Ryu)	Chris McMaster	Cool World; Wilmington, NC	4/20/97

STREET FIGHTER ALPHA (Capcom)

Diff: #2-hard/factory; Damage Level: low/factory; Timer Speed: #1-normal; Game Speed: Turbo 2/factory; Max Round: 3 rounds; Event: "Off;" Automatic: "Off"

STREET FIGHTER CHAMPION EDITION TURBO

Diff: #8-hardest

STREETFIGHTER EX PLUS (Capcom 1997)

Diff: Factory

1,144,750 (Garuda)	Leo Daniels	Cool World; Wilmington, NC	8/30/97
1,069,954 (Darium)	Martin Ribbins	Cool World; Wilmington, NC	8/30/97
851,070 (Akuma)	Steve O'Donnell	Cool World; Wilmington, NC	8/30/97
600,700 (Akuma)	Anthony Nichols	Cool World; Wilmington, NC	8/30/97

415,050 (Kairi)	William Dineen	Cool World; Wilmington, NC	8/30/97

STAR GLADIATOR (Capcom 1996)

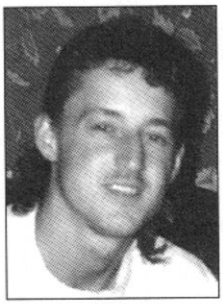
Diff: #8 hard/factory; Damage Level: #1 low/factory; Time Count: 60 seconds; Max Round: 3 rounds; Event: "Off"
NOTE: Scores must be submitted on 1-player games.

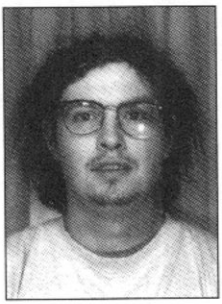
STRATOVOX

Diff: none; Start: 3 photon rockets; UFOs Appear: frame #3; Kidnapped Astronauts: "Conservative"

STRIDER (Capcom)

Diff: #5 normal/factory; Start: 3 men; Bonus: 1 at 30,000, 60,000 and every 70,000 points; Continue:"Off"





Canada's Fearsome Three:
After **Kent Farries** and **Darren Olson** retired from the competitive world of video games, the high score mantle was claimed by a new generation of superstars. *Left to right:* **Chris Emery** of Winnipeg, **Greg Sakundiak** of Calgary, AB, and **Dwayne Richard** of Grand Prairie, AB, may have more world titles between them than all of the other Canadian players combined.

SUBROC-3D (Sega)

Diff: #2; Start: 3 ships; Bonus: limited, 1 ship at 40,000 points

1,049,700	David Palmer	The Game Room; Citrus Heights, CA	10/28/84
346,650	William Crowley	Fun N Games; Santa Maria, CA	6/25/83

SUNDANCE (Cinematronics)

Diff: none; Start: 1-1/2 minutes per coin; Bonus: none

SUNSET RIDERS (Konami)

Diff: #5-hard; Start: 3 men; Bonus: 1 at 20,000 and then 200,000

SUPER BASKETBALL (KONAMI)

7,525,960	Jeff Funk	Aladdin's Castle; Madison, WI	6/27/87
1,394,930	Tim McGuire	Space Station; Anchorage, AK	6/30/85

SUPER BUSTER BROS

1,036,450	Dwayne Richard	Grand Prairie, AB, Canada	–

SUPER COBRA (Stern)

Diff: none; Start: 3 copters; Bonus: unlimited, 1 at 20,000 points and 1 every 11 stages

198,470	Matt Brass	Godfather's Pizza; Helena, MT	7/26/82
187,550	Eric Bolduc	J.J.'s Arcade; Cucamonga, CA	7/19/82

SUPER CONTRA

10,640,310	Martin Alessi	–	–

623,360	Keith McMiller	Norfolk, VA	7/23/88

Super Dodge Ball

2,105,500	Steven Gore	Austin, TX	–

Super Galaxian (Midway 1980)

Diff: none; Start: 3 ships; Bonus: 1 ship at 7,000 points

Super Hang-On (Expert)

39,381,040	Mark Twitty	Pasadena, CA	–

Super Mario Bros (Nintendo)

3,055,800	Stephen Sparks	Le Fun Arcade; Austin, TX	1/27/87
2,229,350	Michael Perring	Aladdin's Castle #192; San Francisco, CA	6/28/86

Super Missile Attack

Diff: factory settings

86,315	Tim Shea	Star Castle Arcade; Smithfield, RI	1982

Super Moon Cresta

Diff: factory settings

38,210	Robby Jensen	Bun N Games; Kenosha, WI	5/1/83

Super Pac-Man (Midway)

Diff: rank #8; Start: 3 men; Bonus: unlimited, 1 man at 30,000 points and 1 more every 100,000 points

855,940	Bill Deluca	Colonia, NJ	7/2/85
588,430	John Azzis	Fun N Games; Santa Monica, CA	7/21/83

315,380	Steve Sanders	That's Incredible, Twin Galaxies; Ottumwa, IA	1/9/83
272,810	Mike Lepkosky	That's Incredible, Twin Galaxies; Ottumwa, IA	1/9/83
271,580	Todd Walker	That's Incredible, Twin Galaxies; Ottumwa, IA	1/9/83
243,680	Tim Collum	That's Incredible, Twin Galaxies; Ottumwa, IA	1/9/83
234,160	Lee Whitney	That's Incredible, Twin Galaxies; Ottumwa, IA	1/9/83
217,170	Darren Olson	That's Incredible, Twin Galaxies; Ottumwa, IA	1/9/83
201,880	Mark Sellers	That's Incredible, Twin Galaxies; Ottumwa, IA	1/9/83
159,040	Eric Ginner	That's Incredible, Twin Galaxies; Ottumwa, IA	1/9/83
156,310	Steve Harris	That's Incredible, Twin Galaxies; Ottumwa, IA	1/9/83
153,550	Joe Malasarte	That's Incredible, Twin Galaxies; Ottumwa, IA	1/9/83

Super Punchout (Nintendo)

182,980	Sean Jensen	Space Station; Anchorage, AK	6/30/85

Super Puzzle Fighter 2 Turbo (Capcom 1997)

Diff: #3/factory; Damage Level: #2; Time Count: #2/factory

461,759 (Ryu)	Leo Daniels	Cool World; Wilmingtn, NC	4/20/97
415,679 (Morrigan)	William Hays, IV	Cool World; Wilmington, NC	4/20/97
358,889 (Sukura)	William Hays, IV	Cool World; Wilmington, NC	4/20/97
353,889 (Ryu)	William Hays IV	Cool World; Wilmington, NC	4/20/97
342,811 (Chanti)	Brandon Lloyd	Cool World; Wilmington, NC	4/20/97

320,899 (Chun-Li)	William Hays, IV	Cool World; Wilmington, NC	4/20/97
318,189 (Ken)	William Hays, IV	Cool World; Wilmington, NC	4/20/97
314,517 (Ken)	Chris Delfs	Cool World; Wilmington, NC	4/20/97
302,889 (Donovan)	William Hays, IV	Cool World; Wilmington, NC	4/20/97
289,609 (Hsien-Ko)	William Hays, IV	Cool World; Wilmington, NC	4/20/97
289,289 (Felicia)	William Hays, IV	Cool World; Wilmington, NC	4/20/97
277,445 (Ken)	Steve O'Donnell	Cool World; Wilmington, NC	4/20/97

Super Sprint

Diff: #2-medium/factory; Drone Diff: factory; Track Hazard Diff: #2-medium/factory; Wrenches: 3; Bonus: none

Super Zaxxon (Sega)

Diff: #2 hard; Start: 3 ships; Bonus: limited, 1 more ship at 20,000 points

339,750	Greg McLeod	Back Street Amusements; Halifax, NS, Canada	7/25/83
201,700	Gary Hatt	Starship Video; Upland, CA	5/15/83

Suzuka 8 Hours #2 (Namco-America)

Diff: "B;" Start Lap: 4; Grid: #1; Four Tracks

Note: Game must be played by an unlinked single player.

Suzuka 8

Diff: "B;" Start: 3 laps; Four Tracks

Swimmer

Diff: factory settings

92,430	Steve Harris	NKC Pro Bowl; Kansas City, MO	3/23/83

Tac-Scan

100,524,200	Chris Rollestow	Gold Mine; Durham, NC	11/3/83
57,069,600	Dileep Gupta	Bim's Place; Lloydminster, AB, Canada	8/12/83

Tag Team Wrestling

Diff: factory settings

3,795,500	Greg Sakundiak	Grand Prairie, AB, Canada	–

Tail Gunner (Cinematronics)

Diff: none; Start: unlimited ships until 9 attackers get by your ship

Note: 60 seconds per shield is recommended.

14,200	Scott Monfils	Cosmic Palace; CA	1982

Tank (Kee Games 1974)

Diff: none; Game Time: 60 seconds per 25¢

Tank Battalion (Game Plan, Inc; 1981)

Diff: factory; Start: 3 tanks; Bonus: 1 at 10,000 points

Tapper

Diff: factory settings

9,068,625	Michael Ward	Aladdin's Castle #252; Madison, WI	–
5,000,000	Jack Gale	Miami, FL	6/30/85

Targ

Diff: factory settings

89,480	Paul Boisclair	Celebrity Fun Ctr; Trail, BC, Canada	3/17/84

Tazzmania

Diff: factory settings

1,325,180	Scott Hurley	Mission Control; Racine, WI	6/16/83

Team Quarterback (Leland)

Note: No settings.

Tekken 1 (Namco)

Diff: hardest; Round Time: 40 seconds; Continuation: "Off;" Fight Count: 2 /factory

Tekken 2

Diff: #5-hardest; Guard Damage: "Off;" Basic Guard: "On;" Round Time: 40 seconds; Life Bar: 110/factory; Fight Count: 2 rounds/factory; Character Change: "No" (all 25 characters accepted)

Note: Buy-ins are allowed during this game to insure that the player reaches the end of the game. The best score is the lowest time. Because the score flashes off the screen so fast when the game play is finished, it is necessary to reach the end of the game so the player's score can be logged by the computer. Otherwise, the witnesses will be unable to verify the score.

2:41:33 (Paul)	Bill Toups	Fun-Attic; Springfield, MO	4/20/97
2:59:00 (Lei)	Alan Leff	Exhilirama; Vorhees, NJ	4/20/97

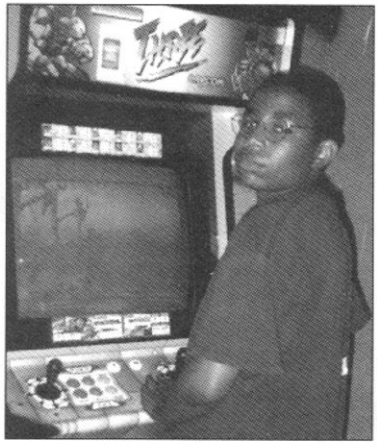
8:39:91 (Nina)	Brad Russell	Fun-Attic; Springfield, MO	4/20/97
8:50:90 (Paul)	Cedrick M. Davis	Fun-Attic; Springfield, MO	4/20/97

Tekken 3

Diff: hardest

Note: Gives fastest time at end. The player must complete all the rounds or the computer will not allow the player to log his score on the screen. The only scores accepted by Twin Galaxies are the ones recorded by the computer at the end of the game. Because the computer only records the highest 15 to 20 scores, the computer must be reset (emptied) regularly to make room for more high scores. Submissions should include a photograph which reveals both the score and the players initials.

3:23:60 (Lei)	Mathew Nelson	Cool World; Wilmington, NC	4/20/97
3:49:98 (Paul)	Mathew Nelson	Cool World; Wilmington, NC	4/20/97
3:56:35	Steve O'Donnell	Cool World; Wilmington, NC	4/20/97
5:22:95 (Law)	Brandon Lloyd	Cool World; Wilmington, NC	4/20/97
8:18:66 (Nina)	David Poirier	Cool World; Wilmington, NC	4/20/97
8:51:58 (Eddy)	Nicholas Bryant	Cool World; Wilmington, NC	4/20/97
2:49:58 (Paul)	Greg Rogers	Cool World; Wilmington, NC	8/30/97
4:51:71 (Heichai)	Greg Rogers	Cool World; Wilmington, NC	8/30/97
6:09:41 (Ogre/Beast)	Leo Daniels	Cool World; Wilmington, NC	8/30/97
6:30:76 (King)	Greg Rogers	Cool World; Wilmington, NC	8/30/97



Brandon Lloyd *(left) achieves stardom on Streetfighter 3, Tekken 3 and Puzzle Fighter* while **Jason Hays** *(right) beats San Fransisco Rush during the 1997 championship at Cool World Arcade in Wilmington, NC.*

4:11:43 (Gunjack)	Steve O'Donnell	Cool World; Wilmington, NC	8/30/97
5:05:66 (Nina Williams)	Steve O'Donnell	Cool World; Wilmington, NC	8/30/97

Players Not Reaching Final Match:

6 rounds	Mike Gregor	Cool Crest; Independence, MO	4/20/97
3 rounds	Mark McBee	Cool Crest; Independence, MO	4/20/97
3 rounds	James Webb, Jr	Cool Crest; Independence, MO	4/20/97

Most Wins Against Other Players:

20 wins	Matt Burkhalter	Tilt Arcade #189, Quincy Place Mall; Ottumwa, IA	9/15/97

13 wins	Cole Cross	Tilt Arcade #189, Quincy Place Mall; Ottumwa, IA	9/15/97

TEMPEST (Atari 1980)

Diff: #3-hard; Start: 3 shooters; Bonus: unlimited, 1 shooter every 20,000 points

NOTE: **Tempest** ***was played on difficulty setting "#2-normal" during the '80s. Starting with the 1997 VG&PMT,*** **Tempest** ***was increased to difficulty setting "#3-hard" which is the hardest.***

Old Settings ***(Diff #2-normal):***

1,728,329	Hector C. Vazquez	Pueblo Supermarket; Humacoa, Puerto Rico	7/30/83
1,145,362	Seth Butler	Fool Around Arcade; Tucson, AZ	6/8/82
916,113	Robert Nelson	Video Mania; Bloomfield, NJ	4/14/82
828,453	Tim Shea	Starcastle; Smithfield, RI	4/23/82
822,852	Jeff Seymour	Sacramento, CA	7/2/85
792,317	Chris Ayra	Cloverleaf Golf N Games; Miami, FL	6/30/84
512,674	Jane Nelson	Huntington, WV	3/15/82

TEN-YARD FIGHT

295,100	Mike Macy	Aladdin's Castle #432; Salina, KS	6/28/86

TETRIS (Atari)

Diff: hardest

WARNING: ***Buy-ins not accepted. Raise the cost to continue as high as possible to prevent players from continuing illegally.***

The End

Diff: factory settings

47,080	Perry Rodgers	Cosmic Palace; Napa, CA	1982

The Pit

162,500	James Adams	Panic Button Arcade; Abilene, TX	6/27/83
111,200	Dan Bumgarner	Video Magic; Corvallis, MT	8/26/82

The Simpsons (Konami 1991)

Diff: #2/factory

238 (Bart)	Nick Galasso	Exhilirama; Vorhees, NJ	4/20/97
132 (Homer)	Jimmy Cardenas	Exhilirama; Vorhees, NJ	4/20/97
100 (Bart)	Richard Cardenas	Exhilirama; Vorhees, NJ	4/20/97
96 (Lisa)	Barbara Cardenas	Exhilirama; Vorhees, NJ	4/20/97

Thief (Pacific Novelties, 1980)

Start: 3 cars; Bonus: 1 every 20,000 points

9,456,120	Mike Ziara	Golden Dome; Salisbury, MD	4/25/83
1,512,970	Mark Kiminski	Video Maniac; Bloomfield, NJ	6/1/82
741,000	Eileen Ramsey	Bun N Games; Kenosha, WI	4/27/82

Three Stooges

Diff: factory settings

2,850,000	Mark Haber	Space Station; New York, NY	11/6/86

Thunder Blade

6,482,810	Steve Ryno	Fullerton, CA	–

Tiger-Heli

768,960	George Cifrancis, III	Aladdin's Castle #34; Steubenville, OH	6/27/87

Tiger Road

Diff: #3-normal/factory; Start: 3 men; Bonus: 1 man at 20,000, 70,000 and every 70,000 points

Time Crisis

Player's Life: #3/factory; Time Limit: medium/factory; Hit Effect: red; Sound in Attract: factory; Record Time Clear: "No"/factory

NOTE: The player chooses between four different categories: three "Stages" and the "Story." The three Stages are measured in a final "time" score.

IMPORTANT: Turn the continue "Off" for the stages. However, buy-ins (or continues) are allowed while playing the "Story" because there is a final ending which is inevitable. The best

Not only did **Joe Kelly** take the national title on *Time Crisis* (Story) during the recent 1997 competition; he and his wife, **Linda Kelly**, also organized one of the most successful locations in the event: Playtime Arcade in Woodland, CA.

score is measured in terms of the lowest time.

Story:

17:53:33	Joseph Kelly	Playtime Arcade; Woodland, CA	4/20/97
25:55:48	Benjamin Martinez	Playtime Arcade; Woodland, CA	4/20/97

Stage 1:

2:41:08	Ryan Gregor	Cool Crest; Independence, MO	4/20/97
2:51:63	James Webb, Jr	Cool Crest; Independence, MO	4/20/97
2:54:75	Matthew Valenzuela	Playtime Arcade; Woodland	4/20/97
3:00:23	Michael Sublett	Playtime Arcade; Woodland, CA	4/20/97
3:33:65	Mark Longshore	Playtime Arcade; Woodland, CA	4/20/97

Stage 2:

3:10:02	Ryan Gregor	Cool Crest; Independence, MO	4/20/97
3:38:78	James Webb, Jr	Cool Crest; Independence, MO	4/20/97

Stage 3:

7:07:01	Jason Todd	Red's; Edmonton, AB, Canada	4/20/97
7:07:41	Ryan Gregor	Cool Crest; Independence, MO	4/20/97
7:15:21	James Webb, Jr	Cool Crest; Independence, MO	4/20/97

Time Killers (Strata)

Diff: skill level #2; Violence Level Adjustments: #3/factory; Continuations: buy-ins not allowed

Time Pilot (Centuri)

Diff: #3; Start: 3 ships; Bonus: unlimited, 1 more at 20,000 and 50,000 and then every 50,000 points thereafter

15,000,000	Jeff Peters	Starship Video; Upland, CA	9/25/85
6,000,000	Karl Druggs	Miami, FL	10/19/83
4,134,400	Bill Bradham	Take Ten Arcade; Dublin, GA	11/19/83
2,006,200	Tim Foland	Woodlands, TX	7/23/83
1,892,000	John Roberts	Great Escape; Plattsburg, NY	2/27/83

Time Pilot '84 (Centuri 1984)

Diff: #3; Start: 3 ships; Bonus: unlimited, 1 at 20,000 and every 60,000 points thereafter

463,300	Samantha Johanik	Aladdin's Castle #413; Des Moines, IA	6/28/86
342,900	David Presley	College Station, TX	6/30/85

Time Soldier (Romstar)

Diff: #3 normal; Start: 3 heroes

Time Traveler (Sega)

Diff: #2-medium; Start: #3/factory; Reversal Cubes: 6/factory

Title Fight (Sega)

Diff: #4/factory; Game Time: 1 minute/factory

Tokyo Wars (Namco 1995)

Diff: #2-normal; Play Time: 140/factory

Note: Does not generate score.

Top Gun (Konami)

–	Devin White	Minneapolis, MN	5/7/88
–	Jack Sprague	Fredonia, NY	5/7/88
–	Jay Laughrin	Sheboygan Falls, WI	5/7/88
–	Marvin Henderson	Federal Way, WA	5/7/88

Top Gunner

Diff: factory settings

561,000	Rich Frost	Hermosa Arcade; Hermosa, CA	12/19/86

Top Skater (Sega 1997)

Diff: factory settings

Novice Course:

378,462	Dean Golden	Playland Family Ent. Ctr.; San Jose, CA	9/11/97
323,625	Jonathan Fry	Playland Family Ent. Ctr.; San Jose, CA	9/12/97
323,500	Brain Evans	Jolly Time Arcade; Wilkes-Barre, PA	9/3/97
39,786	Ed Harmer	Southern Hills Golfland; Garden Grove, CA	9/3/97

Expert Course:

297,634	Christin Manuel	Playland Family Ent. Ctr.; San Jose, CA	9/10/97

Total Carnage (Midway 1992)

Diff: #3/factory; Lives per Play: 3 lives; Violence Level: normal

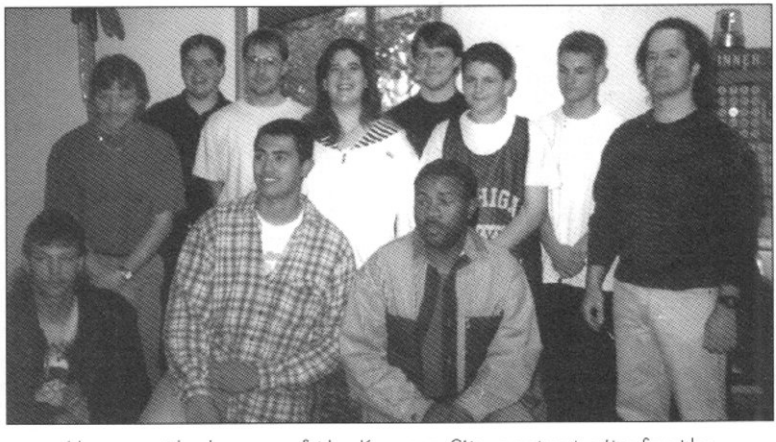
Track N Field (Centuri, 1983)

Diff: #2-normal; Start: 2 athletes; Bonus: none; Extended Round: "On"

95,040	Kelly Kobashigawa	Huish Family Fun Upland, CA	6/30/85
93,100	Gary West	Oklahoma City, OK	6/30/84
92,190	Phil Britt	Los Angeles, CA	5/2/84
89,970	Mark Sellers	Grand Rapids, MI	4/23/84

Tri-Sports (Bally/Midway 1989)

Pool: standard; Bowling Difficulty: standard; Shot Timer: standard; Golf Holes: 3



Here are the heroes of the Kansas City contest site for the
1997 Video Game & Pinball Masters Tournament
at Cool Crest in Independence, MO.
(Photo courtesy of Cool Crest Arcade)

Trivial Pursuit (Bally Sente)

Diff: 3 misses/factory

Trojan

Diff: factory settings

512,600	Danny Carranza	Capt Video; Westwood, CA	5/7/86

Tron (Midway)

Diff: #5; Start: 3 Trons; Bonus: limited, 1 more Tron at 10,000 points; Set: "No Buy-in"

12,883,638	Robert Bonney	Wizzards Video Magic; Kirkland, WA	7/9/83
8,203,510	Allen Rager	Video Land; Millington, TN	4/10/83
3,195,329	Sterling Ouchi	Phil's Family Fun Ctr; Lakewood CA	8/25/82
1,695,463	David Palmer	Auburn, CA	7/2/85
1,073,783	Darren Olson	Calgary, AB, Canada	12/15/82
223,609	Jim Hanay	Family Fun Ctr; Bremerton, WA	11/10/82

Tunnel Hunt

821,330	Chris Randall	Amusement Crossings; Charlotte, NC	2/24/83

Turbo (Sega)

Diff: #2-hard, 3 cars set for "Skill Option" instead of "Average" game time of 70 seconds; Game Mode: normal Warning: There is a "Cheat" mode which produces "No Collisons." Set for 1-car on extended play.

223,139	Mace Triesman	Funway Freeway; Vorhees, NJ	7/1/83
154,442	Garlin Bullard, Jr	Just For Fun; Villa Park, IL	5/8/83

127,631	Tom Brandney	Aladdin's Castle; Cranberry City, PA	1/20/83
90,667	Paul Huggins	I'm Game; Chatsworth, GA	8/26/82
80,609	Eric Hardin	Bun N Games; Racine, WI	11/10/82
53,179	Wish Stuckey	Aladdin's Castle #243; Laurel, MS	6/28/86
29,692	Chris Emery	Winnipeg, MB, Canada	7/2/85
6,569	Amber McAnally	Fun-Attic; Springfield, MO	4/20/97
4,766	Alan German	Fun-Attic; Springfield, MO	4/20/97

Turbo-Sub (Entertainment Sciences 1985)

4,833,000	Jeff Peters	Aladdin's Castle; Torrance, CA	1/9/85
3,464,000	Mike Sullivan	Aladdin's Castle; Torrance, CA	1/9/85

2-Player Team Record:

5,260,500	Mike Sullivan & Mike Quarles	Aladdin's Castle; Torrance, CA	1/85

Turkey Shoot (Williams Electronics)

2,358,550	Jeff Peters	Dungeon's Arcade; Fullerton, CA	5/5/87
74,650	Stefan Pare Delisle	Montreal, QB, Canada	6/30/85

Turtles (Stern 1981)

Diff: factory settings

32,950	Rick Penick	Twin Galaxies; Kirksville, MO	2/25/82

Turtles in Time (Konami 1991)

Diff: #2-medium/factory; Start: 2 lives/factory

Tutankham (Stern)

Diff: #4-hardest; Start: 3 explorers; Bonus: 1 more explorer at 30,000 points

Note: Only 1 additional Flash.

244,920	Mark Robichek	Golfland USA; Sunnyvale, CA	12/7/82
205,780	Jorge Matsufuji	College Station, TX	7/2/85
168,000	Paul Barrette	Pot of Gold; Kenosha, WI	9/17/82
115,100	Dwayne Richard	Grand Prairie, AB, Canada	6/30/84
24,100	Daniel Mescon	Putt Putt Golf; Fairfield, IA	4/20/97
12,980	Andrew Gallagher	Putt Putt Golf; Fairfield, IA	4/20/97

Extra Men/Extra Flashs:

1,736,140	Mark Robichek	Golfland USA; Milpitas, CA	4/3/84

Twin Cobra

1,900,450	Greg Sakundiak	Calgary, AB, Canada	5/15/86
1,580,780	Shannon Ryan	Upland, CA	–

Two-Minute Drill

Diff: normal; Defender: set to "move"

Note: Throw farthest for yardage.

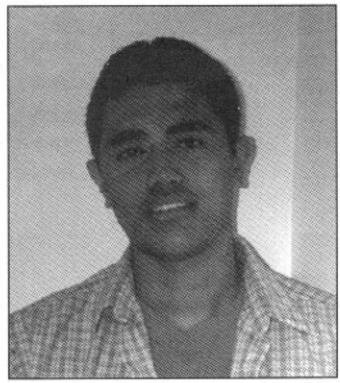
Two Tigers

1,001,700	Dwayne Richard	Grand Prairie, AB, Canada	–

TX-1

Diff: factory settings

277,400	David Palmer	Scandia; Sacramento, CA	10/2/84



Joe Salamasina was one of the headline acts during the recent ***1997 Video Game & Pinball Masters Tournament*** when he scored 175 wins on *Ultimate Mortal Kombat 3* at Cool Crest in Independence, MO. *(Photo courtesy of Joseph Salamasina)*

Ultimate Mortal Kombat 3

Diff: 5-very hard; Tracking: highest number of kills on each character

How to Play UMK3: Player chooses the Master's Path. You fight your way through the Master's Path and end up with about 10 wins. Now, when you choose your next path, you choose the ying/yang symbol – which means you will fight Ermac. Kill Ermac once and then let him kill you. (Since the contest is a best of two-out-of-three, you must let Ermac win one match out of the three. Then, when the computer says "Finish him!" you must perform a mercy on Ermac.) After you do a mercy on Ermac, he'll come back to life – then, you'll have to hit him one more time (but only one more time). The computer will say "Finish him!" a second time. Now, Ermac will become dizzy – but, don't touch him, just let him fall over and you'll get your victory and your kills will be saved and the game will continue. And, as before, choose the "Master's Path" again. Now, the computer allows you to repeat the entire process. Remember, you must do the mercy and let Ermac win

one fight again, just like before. The computer will allow you to continue in this repetitive cycle as long as you can last and not make a mistake. At this point, you can keep looping through until you finally make a mistake. This system is the only way to amass a record number of wins.

175 wins (4 hrs)	Joseph Salamasina	Cool Crest; Independence, MO	4/20/97
32 wins	Brent Switzer	Fun-Attic; Springfield, MO	4/20/97
12 wins	Steve Baril	Red's; Edmonton, AB, Canada	4/20/97
3 wins	Mark McBee	Cool Crest; Independence, MO	4/20/97

U.N. Squadron (Capcom 1989)

Diff: #4 normal/factory; Game Play: normal/factory; Screen Stop: normal/factory; Screen Flip: normal; Continue Mode: "No Continue"

1,960,400	Dwayne Richard	Grand Prairie, AB, Canada	–

Uni-Wars

Diff: factory settings

49,990	Ed Clifford	Boardwalk Games; Palm Harbor, FL	1982

Up N Down

Diff: factory settings

547,900	Sean Jensen	Space Station; Anchorage, AK	12/21/84

U.S. Championship Beach Volleyball (Taito 1988)

Diff: #2-medium; Game Time: 1:45; Start Buttons: normal; Joystik Rotate: 90 degrees

VANGUARD

317,330	Thomas Chaka	Aladdin's Castle; Wharton, TX	6/30/85
122,290	Mike Hewett	Wilmington, NC	6/30/84

VENTURE (Exidy 1981)

Diff: none; Start: 3 bows; Bonus: 1 bow at 20,000 points

325,020	Ed Knopp	Another Galaxy; McHenry, IL	8/10/83
148,850	Bobby Zier	Fun N Games; Hamilton, MT	8/26/82

VERTIGO

595,028	Donn Nauert	Aladdin's Castle #257; Cedar Rapids, IA	6/28/86

VICTORY

Diff: factory settings

999,999,999	Marshall Blythe	Light Year's Amusement; Wrightsville Beach, NC	9/18/82

VICTORY ROAD

Diff: factory settings

1,321,020	Stan Cejka	Le Fun Arcade; Austin, TX	3/10/87

VIRTUA FIGHTER I (Sega)

Diff: #5-hardest; Continue: "Off;" Energy Level: 200/factory

VIRTUA FIGHTER 2

Diff: hardest

NOTE: Difficulty adjusts size of battle platform. The score is based on the lowest – or fastest – time achieved upon

Jason Wilson (21) of Super Just Games Arcade in Northbrook, IL, is one of the ***Twin Galaxies' All-Stars*** who is authorized to witness and verify other players' scores.
Jason has gained Twin Galaxies' attention by winning the following tournaments:

- *Semifinalist:* ***Nintendo World Championships*** at the Miami Beach Convention Center – March, 1990 (playing *Tetris, Rad Racer* and *Super Mario*).
- *First Place:* ***SF2 Champion Edition Tournament*** at Excess Video in Miami, FL – December 1992.
- *Sixth Place:* ***South Florida Killer Instinct Tournament*** at the Birdbowl Arcade in Miami, FL– December, 1995.
- *First Place:* ***UMK 3*** at the Malibu Grand Prix in Atlanta, GA – February, 1996.
- *Third Place:* ***National Streefighter Alpha 2 Tournament*** at Super Just Games in Northbrook, IL – June, 1996.
- *First Place:* ***E3 Streetfighter Tournament*** at the World Congress Center in Atlanta, GA – June, 1997.
- *Seventh Place:* ***National Streefighter 3 Tournament*** at Super Just Games in Northbrook, IL – June, 1997.
- *First Place:* ***Tri-State Mortal Kombat II &III*** *(MI, IL & IN)* at Super Just Games in Northbrook, IL – July, 1996.
- *First Place:* ***Mortal Kombat II Tournament*** at O.K. Video in Sweetwater, FL – September, 1996.
- *First Place,* ***Miami Streefighter Alpha 2 Tournament*** at Microplay Videogames in Miami, FL – December, 1996.

(Photo courtesy of Jason Wilson and Tips & Tricks *magazine)*

completing 10 rounds. The 11th (or Bonus) round does not generate a time and is not included in the final score. WARNING FOR WITNESSES: The player must complete all 10 rounds or the computer will not allow the player to log his score on the screen. If the player loses at an earlier round, the screen will briefly show a very low time. Don't be mislead into believing that this is the final score. The only scores accepted by Twin Galaxies are the ones recorded on the screen by the computer at the end of the game. Because the computer only accepts the highest 20 scores, the scoreboard must be reset (emptied) regularly to make room for more high scores. Submissions should include a photograph which reveals both the score and the players initials.

2:40.79 (Jack)	Brandon Smith	Cool World; Wilmington, NC	4/20/97

Incomplete Games:

3:42.66 (Round 7)	Charles Hall	Cool Crest; Independence, MO	4/20/97
Round 5	Mark McBee	Cool Crest; Independence, MO	4/20/97

VIRTUA FIGHTER 3 (1996)

Diff: hardest; Match Count: 2 rounds; Energy: 180; Energy Max: 180; Continuation: "Off"

NOTE: Scores must be submitted only on 1-player game.

Most Wins against Other Players:

31 wins	David Reed	Aladdin's Castle #05223; Iowa City, IA	9/24/97

Virtua Fighter Remix

7:43 (Lau)	Lamont Colman	High Voltage Arcade; Calif. Univ. of Pennsylvania	4/20/97

Virtua Cop (Sega)

Diff: normal/factory; Start: 5 lives/factory
Note: It doesn't matter whether the enemy characters are humans or robots.

Virtual on Cybertroopers (Sega 1996)

Diff: #2-normal; Play Time for 1 Player: 90 seconds; Play Time Versus: 0; Match Count Versus: 1
Note: Winning by Decision set to 1.

Virtua Racing 1 (Sega)

Diff: #4-hardest; Race Mode: normal; Tracks: Beginner, Medium, Expert

2:42:56	Toney Wood	Fun-Attic; Springfield, MO	4/20/97

Vs. Tennis (Nintendo)

Diff: hard; vs. Computer Mode: "A," which is single player mode versus the computer; Rackets Per Game: 3; Racket Size: small

Wacko (Midway 1983)

1,608,100	Steve Harris	NKC ProBowl; Kansas City, MO	3/31/83

Wargods (Midway 1996)

Note: Does not generate a score.

Warlords

911,875	Peter Skahill	UCLA Games Center; Los Angeles, CA	8/29/82
627,250	Mike Ferguson	Omega Arcade; Napa, CA	2/9/83
583,750	Allen Toney	Tilt Arcade; Huntington, WV	5/23/82

Warp Warp

175,000	Dwayne Richard	Grand Prairie, AB, Canada	–

Wave Shark (Konami 1996)

Diff: medium; Laps: 3 each; Three Courses: Novice, Expert, Pro

Wild Western (Taito 1982)

Diff: none; Start: 3 Sheriffs; Bonus: limited, 1 more Sheriff at 30,000 points

1,099,900	Richard Eldridge	Bim's Place; Lloydminster, AB, Canada	8/5/83
722,000	Don Bernard	Electromania; Santee, CA	11/10/82

Wizard of Wor (Midway 1980)

Diff: none; Start: 3 men; Bonus: 1 man after 3rd screen

80,300	Marc Longridge	Oshawa, ON, Canada	6/30/85

Team Play:

801,000	D. Bauer & Mike McGee	Another Galaxy; McHenry, IL	2/18/83

World Rally (Atari)

Diff: #3

65,996	Brad Russell	Fun-Attic; Springfield, MO	4/20/97

WRESTLEMANIA (Midway 1994)

Diff: #3/factory; Average Game Time: #3/factory

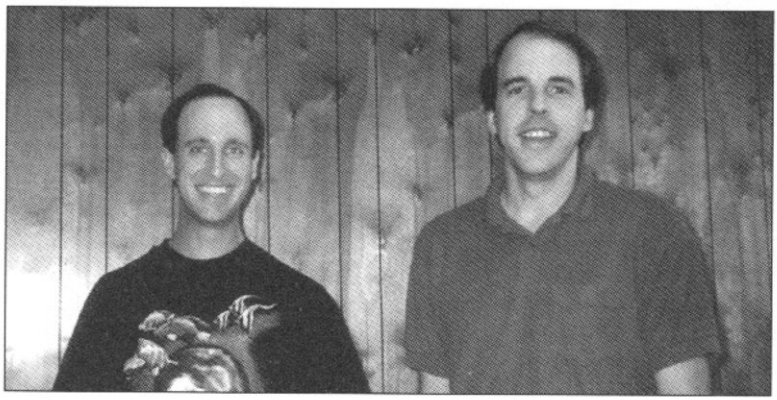
WRESTLEFEST (Technos)

Diff: #2 normal/factory; Clear Stage Power-up: 24/factory; Championship Games: 5th/factory; Regain Power: "No"
NOTE: Scores must be submitted only on 1-player game.

3 wins (Big Bossman)	Brad Russell	Fun-Attic; Springfield, MO	4/20/97

WRESTLE WAR (Sega 1989)

Diff: #3 hard/factory; Continuation: "Not;" Round Time: 120 seconds



Mark Robichek and **Eric Ginner**: Two of video game history's greatest players. **Ginner** won the first national *Centipede* tournament held in 1981 and was – along with **Robichek** – chosen to come to Twin Galaxies and pose for *LIFE* magazine in November of 1982. It would take about ten hours to count all the times these two appear in this book. In 1997, **Robichek's** new company, "Actual Entertainment," released a new PC game for Windows 95 called *Gubble*.

W.W.F. Superstars (Technos)

Diff: normal; Super Techniques: normal; Game Timer: +15

W.W.F. Wrestling

Diff: normal/factory; Super Technique: normal/factory; Game Timer: "0"/factory

Xenophobe (Midway, 1987)

Diff: medium; Points Per Life Unit: 1,000; Freeze Mode: "Off"

2,500,000	Mike Ward	Madison, WI	1/20/88

Xevious (Atari)

Diff: #3 hard; Start: 3 ships; Bonus:; unlimited, 1 ship at 20,000 and 60,000 points and then every 60,000 points thereafter

Note: There are two different models; the later one can be identified by "Solvalous" on the marquee. This later model is far more difficult. Note the model when submitting scores. Switches 6 and 7 set for 5 lives implement "Solvalous."

9,999,990	Tim Williams	Mr Bill's; Moscow, ID	6/18/83
999,990	Don Morlan	Arnold's on the Ave.; Seattle, WA	11/13/83
327,460	Kim Jackson	Seattle, WA	–

X-Men (Konami)

Diff: #8; Mutant Power: 3; Start: 3 lives

830 (Nightcrawler)	Bill Toups	Fun-Attic; Springfield, MO	4/20/97

X-Men 6-Player (Konami)

Diff: #4-medium/factory; Maximum Mutant Power: 9; Continuation: "Off"
Note: Scores must be submitted on 1-player games.

X-Men: Children of the Atom (Capcom 1994)

Diff: #4-medium/factory; Damage Level: #4-medium/factory; Time Count Speed: #4 normal/factory; Maximum Round: 3 rounds/factory; Join-In: "Off"
Note: Join-ins must not be allowed.

X-Men vs. Streetfighter (Capcom)

Diff: #5-expert
Note: "Expert" setting is recommended for Tournaments – it globally makes all features automatically faster. Record scores for 3 characters (includes Akuma – hidden character). Final score is a number. Scoreboard must be periodically cleared by resetting into factory default.
Warning: The player should alert the officials that he is attempting this game to insure that the game's scoreboard is adequately cleared out.

1,578,300 (Akuma/Ryu)	Robert Cordova	Playtime Arcade; Woodland, CA	4/20/97
1,577,400	James Webb, Jr	Cool Crest; Independence, MO	4/20/97
1,536,400	Joseph Salamasina	Cool Crest; Independence, MO	4/20/97
1,175,900	Michael Yates	Cool Crest; Independence, MO	4/20/97
1,154,320 (Wolverine)	Jeremy Hill	Playtime Arcade; Woodland, CA	4/20/97

When the dust cleared, **Robert Cordova's** *(left)* score of 1,578,300 had beaten the score by **James Webb, Jr**, by a mere 900 points to win the high-score title on *X-Men vs. Streetfighter.* *(Photo courtesy of Robert Cordova)*

1,135,800	Alex Kaminski	Playtime Arcade; Woodland, CA	4/20/97
1,048,800	Steve Baril	Red's; Edmonton, AB, Canada	4/20/97
1,037,300 (Chun Li)	Robert Cordova	Playtime Arcade; Woodland, CA	4/20/97
889,000	Clinton Gallagher	Cool Crest; Independence, MO	4/20/97
874,300 (Storm/Ryu)	Willie Stotts	Playtime Arcade; Woodland, CA	4/20/97
860,100 (Ryu/Akuma)	David Beavers	Playtime Arcade; Woodland, CA	4/20/97
825,500	Scot Grobels	Exhilirama; Vorhees, NJ	4/20/97
753,800	Elijah Potts	Red's; Edmonton, AB, Canada	4/20/97

Zarzon (Taito)

Diff: none; Start: 3 spaceships; Bonus: limited, 1 more ship at 5,000 points

48,720	Steve Weirzbecki	Bun N Games; Kenosha, WI	1/16/82

Zaxxon (Sega)

Diff: #2 -medium; Start: 3 ships; Bonus: limited, 1 more ship at 20,000 points

4,680,740	Vernon Kalanikaus	Chuck E. Cheese; Laie, HI	–

3,839,550	Eric Burch	Chuck E. Cheese; Waco, TX	4/9/83
1,793,500	Robert Wykoff	Games Galore; Downy, CA	8/17/82
1,241,900	Tony Robinson	Nippersink Manor Resort; Genoa, WI	11/10/82
970,500	David Kaupp	Electromania; Santee, CA	8/2/82
804,150	Dave Ander	Space Station; Anchorage, AK	7/2/85
621,900	Greg Porter	Lancaster Rec.; Lancaster, MO	7/16/82
592,550	Carry Harris	Electric Train; Midwest City, OK	7/25/82

Zeke's Peak

Diff: factory settings

792,650	London Piklor	Another Galaxy; McHenry, IL	1983

Zektor (Sega)

Diff: #2 -medium; Start: 3 ships; Bonus: unlimited, 1 ship after every three attack rounds

Zoar

Diff: factory settings

31,167,170	Eric Hanna	Odyssey Amusement; Madison, WI	7/12/83

Zoo Keeper (Taito)

Diff: Novice Animals-39, Expert Animals-30; Start: 3 zoo keepers; Bonus: unlimited, 1 more zoo keeper every 7th frame if you go through the obstacle course

20,063,920	Jack Gale	Fun Factory; Atlanta, GA	6/28/85
16,145,250	Brian Halik	Cloverleaf Golf N Games; Miami, FL	–
14,049,570	Bill Channam	E. Lansing, MO	–

11,915,060	Roury Hill	Myrtle Beach, NC	11/21/83
8,601,900	Eric Ginner	Sunnyvale, CA	–

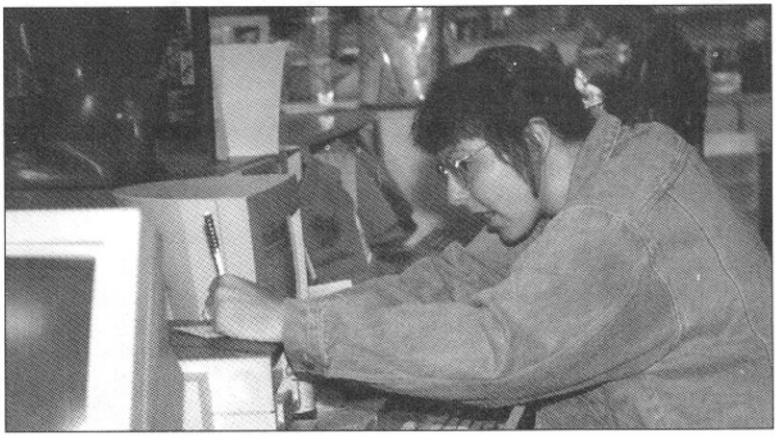
ZZYZZYXX

1,068,010	Kris MacLillivray	Electric Pazzazz; Trail, BC, Canada	3/13/84
96,030	Chris Holland	Games Preserve; Charlotte, NC	2/7/83

Pinball Game Scores:

Scores included in this section were obtained from the following Tournament results:

EXPO '92	*November 1992*	*Chicago, IL*
PAPA-3	*February 1993*	*New York, NY*
IFPA-3	*April 1993*	*Milwaukee, WI*
PAPA-4	*February 1994*	*New York, NY*
IFPA-4	*April 1994*	*Chicago, IL*
EXPO '94	*November 1994*	*Chicago, IL*
PAPA-5	*February 1995*	*New York, NY*
1997 Video Game & Pinball Masters Tournament	*April 1997*	*(Eleven Locations)*



Tish Sweet – exhausted but still keeping score – during the ***1997 Video Game & Pinball Masters Tournament*** held at American Video Center in San Jose, CA.

The Addam's Family (Williams/Bally)

Diff: tournament, 3 balls - no extras

1,111,408,740	Marc Conant	American Video Ctr; San Jose, CA	4/20/97
722,969,500	Neil Shatz	American Video Ctr; San Jose, CA	4/20/97
656,485,400	Greg Lindsay	American Video Ctr; San Jose, CA	4/20/97
378,012,930	Jim Hernandez	American Video Ctr; San Jose, CA	4/20/97
337,396,370	Hal Erickson	American Video Ctr; San Jose, CA	4/20/97
184,145,980	Russ Perreira	American Video Ctr; San Jose, CA	4/20/97
183,610,360	Nathan Devine	American Video Ctr; San Jose, CA	4/20/97
168,095,430	Roy Smith	American Video Ctr; San Jose, CA	4/20/97
165,949,130	Larry Mollica	American Video Ctr; San Jose, CA	4/20/97
139,157,560	Cindy Cacas	American Video Ctr; San Jose, CA	4/20/97
138,971,040	Chris Lopez	American Video Ctr; San Jose, CA	4/20/97
136,712,000	Roy Batchelor	American Video Ctr; San Jose, CA	4/20/97
132,526,970	Enke Dragomir	American Video Ctr; San Jose, CA	4/20/97
128,969,530	Chris Ruggerio	American Video Ctr; San Jose, CA	4/20/97
116,340,170	John Tucker	American Video Ctr; San Jose, CA	4/20/97
112,412,230	George Marks	American Video Ctr; San Jose, CA	4/20/97
105,086,630	Josh Lehan	American Video Ctr; San Jose, CA	4/20/97

97,850,675	Gary Lynn	American Video Ctr; San Jose, CA	4/20/97
92,776,830	Matt Chandler	American Video Ctr; San Jose, CA	4/20/97
87,533,370	Steve Rowley	American Video Ctr; San Jose, CA	4/20/97
81,641,910	Tim Aquino	American Video Ctr; San Jose, CA	4/20/97
76,211,620	Andrew Passaretti	American Video Ctr; San Jose, CA	4/20/97
73,536,530	Richard Saito	American Video Ctr; San Jose, CA	4/20/97
53,397,030	Steve Woita	American Video Ctr; San Jose, CA	4/20/97
50,624,860	Dennis Steele	American Video Ctr; San Jose, CA	4/20/97
48,311,860	Mike Virgilio	American Video Ctr; San Jose, CA	4/20/97
41,035,610	Brian Salwasser	American Video Ctr; San Jose, CA	4/20/97
38,568,630	Anthony Shank	American Video Ctr; San Jose, CA	4/20/97
37,077,660	Will Dobyns	American Video Ctr; San Jose, CA	4/20/97
24,536,630	Brian Lacoe	American Video Ctr; San Jose, CA	4/20/97
24,382,410	Zakk Devine	American Video Ctr; San Jose, CA	4/20/97
10,013,160	Olivia Jacob	American Video Ctr; San Jose, CA	4/20/97

Attack from Mars (Williams/Bally 1996)

Diff: tournament, 3 balls - no extras

39,259,620,640	Leo Daniels	Cool World; Wilmington, NC	4/20/97

33,252,637,260	Nicholas Bryant	Cool World; Wilmington, NC	4/20/97
32,255,510,690	Neil Shatz	American Video Ctr; San Jose, CA	4/20/97
30,890,717,360	Marc Conant	American Video Ctr; San Jose, CA	4/20/97
28,137,585,990	Jamie Caton	Cool World; Wilmington, NC	4/20/97
19,210,441,770	Chris Hehman	Cool World; Wilmington, NC	4/20/97
16,553,107,000	Andrew Mercier	Cool World; Wilmington, NC	4/20/97
15,513,050,170	Keith Ipock	Cool World; Wilmington, NC	4/20/97
11,623,978,290	Hal Erickson	American Video Ctr; San Jose, CA	4/20/97
10,227,824,020	Greg Lindsay	American Video Ctr; San Jose, CA	4/20/97
7,576,978,740	Roy Batchelor	American Video Ctr; San Jose, CA	4/20/97
7,311,281,910	Russ Perreira	American Video Ctr; San Jose, CA	4/20/97
6,157,954,460	Rick Stetta	American Video Ctr; San Jose, CA	4/20/97
6,079,495,630	Steve Woita	American Video Ctr; San Jose, CA	4/20/97
5,629,400,000	Jim Hernandez	American Video Ctr; San Jose, CA	4/20/97
5,138,644,800	Will Dobyns	American Video Ctr; San Jose, CA	4/20/97
4,928,762,500	Jim Ranlett	American Video Ctr; San Jose, CA	4/20/97
4,901,633,510	Greg Anderson	American Video Ctr; San Jose, CA	4/20/97
4,850,127,080	Tim Aquino	American Video Ctr; San Jose, CA	4/20/97

4,595,478,320	Gary Lynn	American Video Ctr; San Jose, CA	4/20/97
3,984,730,590	Nathan Devine	American Video Ctr; San Jose, CA	4/20/97
3,870,058,940	Larry Mollica	American Video Ctr; San Jose, CA	4/20/97
3,850,390,380	Richard Saito	American Video Ctr; San Jose, CA	4/20/97
3,828,857,600	Chris Ruggerio	American Video Ctr; San Jose, CA	4/20/97
3,807,142,410	Chris Lopez	American Video Ctr; San Jose, CA	4/20/97
3,529,786,040	Josh Lehan	American Video Ctr; San Jose, CA	4/20/97
3,493,754,400	Jill Peterson	American Video Ctr; San Jose, CA	4/20/97
3,439,640,750	Brian Lacoe	American Video Ctr; San Jose, CA	4/20/97
3,426,394,850	Enke Dragomir	American Video Ctr; San Jose, CA	4/20/97
3,337,311,960	Anthony Shank	American Video Ctr; San Jose, CA	4/20/97
3,311,064,450	Brian Salwasser	American Video Ctr; San Jose, CA	4/20/97
3,273,618,510	Kenneth Glass	American Video Ctr; San Jose, CA	4/20/97
3,187,912,150	Steve Rowley	American Video Ctr; San Jose, CA	4/20/97
3,172,218,180	Matt Chandler	American Video Ctr; San Jose, CA	4/20/97
2,862,599,010	George Marks	American Video Ctr; San Jose, CA	4/20/97
2,535,891,130	Mike Virgilio	American Video Ctr; San Jose, CA	4/20/97
2,112,291,123	Cindy Cacas	American Video Ctr; San Jose, CA	4/20/97

2,011,755,820	Michael Blaufus	American Video Ctr; San Jose, CA	4/20/97
1,976,803,340	Mark Prior	American Video Ctr; San Jose, CA	4/20/97
1,828,943,950	John Tucker	American Video Ctr; San Jose, CA	4/20/97
1,704,717,560	Gabriel Devine	American Video Ctr; San Jose, CA	4/20/97
1,699,201,960	Andrew Passaretti	American Video Ctr; San Jose, CA	4/20/97
1,196,038,490	Olivia Jacob	American Video Ctr; San Jose, CA	4/20/97
1,105,336,690	Roy Smith	American Video Ctr; San Jose, CA	4/20/97
883,556,850	David Klassen	American Video Ctr; San Jose, CA	4/20/97
608,132,900	Kent Coscarelly	American Video Ctr; San Jose, CA	4/20/97

Barra-Cora

Diff: factory, extra balls received

6,456,410	Stycks Morton	Crystal Cactus; Pensacola, FL	10/31/82

Batman Forever

Diff: tournament, 3 balls - no extras

163,781,870	Ray Ballard	Exhilirama; Vorhees, NJ	4/20/97
24,466,730	Richard Cardenas	Exhilirama; Vorhees, NJ	4/20/97

Big Bang Bar (Capcom 1996)

Diff: tournament, 3 balls - no extras

1,550,413,060	Marc Conant	American Video Ctr; San Jose, CA	4/20/97

665,912,000	Roy Batchelor	American Video Ctr; San Jose, CA	4/20/97
605,526,590	George Marks	American Video Ctr; San Jose, CA	4/20/97
377,097,670	Jim Hernandez	American Video Ctr; San Jose, CA	4/20/97
373,024,380	Hal Erickson	American Video Ctr; San Jose, CA	4/20/97
332,276,640	Greg Lindsay	American Video Ctr; San Jose, CA	4/20/97
239,228,130	Chris Lopez	American Video Ctr; San Jose, CA	4/20/97
211,003,090	Larry Mollica	American Video Ctr; San Jose, CA	4/20/97
207,735,260	Russ Perreira	American Video Ctr; San Jose, CA	4/20/97
203,606,260	Josh Lehan	American Video Ctr; San Jose, CA	4/20/97
194,285,000	Enke Dragomir	American Video Ctr; San Jose, CA	4/20/97
193,084,400	Greg Anderson	American Video Ctr; San Jose, CA	4/20/97

Many-time world champion **Rick Stetta** *(second from right)* plays *Big Bang Bar* during the 1997 competition at the American Video Center in San Jose, CA.

182,881,650	Rick Stetta	American Video Ctr; San Jose, CA	4/20/97
182,055,870	Will Dobyns	American Video Ctr; San Jose, CA	4/20/97
171,882,210	Neil Shatz	American Video Ctr; San Jose, CA	4/20/97
170,402,640	Nathan Devine	American Video Ctr; San Jose, CA	4/20/97
123,701,670	Tim Aquino	American Video Ctr; San Jose, CA	4/20/97
117,225,910	John Tucker	American Video Ctr; San Jose, CA	4/20/97
102,696,360	Cindy Cacas	American Video Ctr; San Jose, CA	4/20/97
96,910,420	Richard Saito	American Video Ctr; San Jose, CA	4/20/97
89,228,830	Roy Smith	American Video Ctr; San Jose, CA	4/20/97
79,333,680	Michael Blaufus	American Video Ctr; San Jose, CA	4/20/97
75,745,080	Jim Ranlett	American Video Ctr; San Jose, CA	4/20/97
45,248,470	Zakk Devine	American Video Ctr; San Jose, CA	4/20/97
41,406,970	Susan Woita	American Video Ctr; San Jose, CA	4/20/97
39,501,920	Steve Rowley	American Video Ctr; San Jose, CA	4/20/97
39,328,250	Brian Salwasser	American Video Ctr; San Jose, CA	4/20/97
32,261,130	Chris Ruggerio	American Video Ctr; San Jose, CA	4/20/97
28,520,080	Andrew Passaretti	American Video Ctr; San Jose, CA	4/20/97
25,797,170	Mike Virgilio	American Video Ctr; San Jose, CA	4/20/97

17,927,200	Gary Lynn	American Video Ctr; San Jose, CA	4/20/97
17,505,170	Kenneth Glass	American Video Ctr; San Jose, CA	4/20/97
12,225,670	Kent Coscarelly	American Video Ctr; San Jose, CA	4/20/97
12,101,970	Olivia Jacob	American Video Ctr; San Jose, CA	4/20/97

Black Hole

Diff: not tournament settings

2,807,010	Brian Cox	Starcastle Arcade; Smithfield, RI	7/4/82

Black Knight

Diff: factory, extra balls received

9,209,720	Evan Boone	Mr Bill's Arcade; Moscow, ID	10/1/83

Blackout

Diff: factory, extra balls received

4,675,100	Mark Haber	Playland Arcade; New York, NY	10/17/82

Caveman

Diff: factory, extra balls received

7,664,000	David Seay	Putt Putt Golf; Wilmington, NC	8/12/83
2,138,620	Eric Steaham	Endless Challenge; Greenville, SC	11/10/82

Centaur

Diff: factory, extra balls received

18,346,250	Kevin Hasner	Crystal Cactus; Pensacola, FL	10/31/82

Comet

Diff: factory, extra balls received

49,350,620	Jelly Cartagena	Broadway Arcade; New York, NY	2/17/86

Creature from the Black Lagoon (Williams/Bally 1993)

Diff: tournament, 3 balls - no extras

874,496,270	Neil Shatz	American Video Ctr; San Jose, CA	4/20/97
559,045,060	John Tucker	American Video Ctr; San Jose, CA	4/20/97
345,870,190	Hal Erickson	American Video Ctr; San Jose, CA	4/20/97
330,619,080	Greg Lindsay	American Video Ctr; San Jose, CA	4/20/97
295,708,890	Gary Lynn	American Video Ctr; San Jose, CA	4/20/97
247,179,600	Jim Hernandez	American Video Ctr; San Jose, CA	4/20/97
217,519,830	Will Dobyns	American Video Ctr; San Jose, CA	4/20/97
201,973,910	Roy Batchelor	American Video Ctr; San Jose, CA	4/20/97
170,334,270	Chris Lopez	American Video Ctr; San Jose, CA	4/20/97
157,986,910	Nathan Devine	American Video Ctr; San Jose, CA	4/20/97

157,201,360	Roy Smith	American Video Ctr; San Jose, CA	4/20/97
156,064,490	Richard Saito	American Video Ctr; San Jose, CA	4/20/97
136,685,500	Larry Mollica	American Video Ctr; San Jose, CA	4/20/97
134,856,990	Marc Conant	American Video Ctr; San Jose, CA	4/20/97
133,947,550	Andrew Passaretti	American Video Ctr; San Jose, CA	4/20/97
132,152,810	Jim Ranlett	American Video Ctr; San Jose, CA	4/20/97
115,208,000	George Marks	American Video Ctr; San Jose, CA	4/20/97
112,634,800	Chris Ruggerio	American Video Ctr; San Jose, CA	4/20/97
99,764,120	Russ Perreira	American Video Ctr; San Jose, CA	4/20/97
95,779,490	Cindy Cacas	American Video Ctr; San Jose, CA	4/20/97
94,302,910	Josh Lehan	American Video Ctr; San Jose, CA	4/20/97
88,865,020	Tim Aquino	American Video Ctr; San Jose, CA	4/20/97
66,760,710	Gabriel Devine	American Video Ctr; San Jose, CA	4/20/97
57,835,640	Mike Virgilio	American Video Ctr; San Jose, CA	4/20/97
55,629,620	Brian Salwasser	American Video Ctr; San Jose, CA	4/20/97
45,039,890	Greg Anderson	American Video Ctr; San Jose, CA	4/20/97
43,675,640	Brian Lacoe	American Video Ctr; San Jose, CA	4/20/97
43,015,440	Kent Coscarelly	American Video Ctr; San Jose, CA	4/20/97

28,882,900	Steve Rowley	American Video Ctr; San Jose, CA	4/20/97
24,723,650	Olivia Jacob	American Video Ctr; San Jose, CA	4/20/97
15,541,900	Steve Woita	American Video Ctr; San Jose, CA	4/20/97

Demolition Man

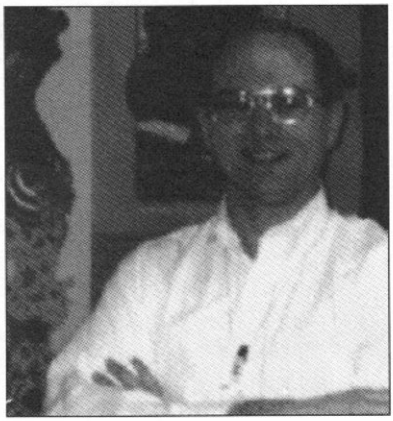
Diff: tournament, 3 balls - no extras

4,825,100,000	Lyman F. Sheats, Jr	PAPA-5	2/95
4,753,883,000	Dave Stewart	FSPA	Fall '95
4,454,841,000	Keith Johnson	FSPA	Fall '95
3,634,783,000	George Pera	FSPA	Fall '95
2,557,427,000	Jay Detwiler	FSPA	Fall '95
2,305,616,000	Bona Franck	PAPA-5	2/95
2,068,375,000	Jessica Steinhice	FSPA	Fall '95
1,953,642,000	Sergio Johnson	FSPA	Summer '95
1,840,505,000	Joe Schober	FSPA	Fall '95
1,801,415,000	Steve Kapinos	FSPA	Summer '95
115,037,290	Jamar Griddle	Exhilirama; Vorhees, NJ	4/20/97

Diner (Williams/Bally 1990)

Diff: tournament, 3 balls - no extras

71,077,280	Neil Shatz	American Video Ctr; San Jose, CA	4/20/97
44,314,280	Greg Lindsay	American Video Ctr; San Jose, CA	4/20/97
34,806,480	Hal Erickson	American Video Ctr; San Jose, CA	4/20/97
28,305,640	Russ Perreira	American Video Ctr; San Jose, CA	4/20/97
23,907,190	Marc Conant	American Video Ctr; San Jose, CA	4/20/97



Tim McMurry, who currently lives in San Jose, CA, is a "hybrid" player – he has conquered both the worlds of video game and pinball playing. As a veteran of the golden age, he won the *Mad Planets* high score title in the ***1987 Video Game Masters Tournament*** in Mesa, AZ. He later won the ***Pinball Rodeo Championship*** at the ***1994 Wild West Pinball Fest*** held in Scottsdale, AZ.

18,979,910	Jim Hernandez	American Video Ctr; San Jose, CA	4/20/97
18,857,020	Roy Batchelor	American Video Ctr; San Jose, CA	4/20/97
17,949,730	Richard Saito	American Video Ctr; San Jose, CA	4/20/97
15,253,630	Chris Lopez	American Video Ctr; San Jose, CA	4/20/97
14,488,540	George Marks	American Video Ctr; San Jose, CA	4/20/97
11,392,690	Steve Woita	American Video Ctr; San Jose, CA	4/20/97
7,314,550	Josh Lehan	American Video Ctr; San Jose, CA	4/20/97
6,041,770	Larry Mollica	American Video Ctr; San Jose, CA	4/20/97
5,978,510	Will Dobyns	American Video Ctr; San Jose, CA	4/20/97
5,033,280	Gary Lynn	American Video Ctr; San Jose, CA	4/20/97
4,427,060	Cindy Cacas	American Video Ctr; San Jose, CA	4/20/97

4,357,420	Dennis Steele	American Video Ctr; San Jose, CA	4/20/97
4,264,870	Chris Ruggerio	American Video Ctr; San Jose, CA	4/20/97
3,801,250	Enke Dragomir	American Video Ctr; San Jose, CA	4/20/97
3,646,970	Brian Salwasser	American Video Ctr; San Jose, CA	4/20/97
3,511,480	Roy Smith	American Video Ctr; San Jose, CA	4/20/97
3,323,620	Jim Ranlett	American Video Ctr; San Jose, CA	4/20/97
2,626,630	Nathan Devine	American Video Ctr; San Jose, CA	4/20/97
2,525,990	Zakk Devine	American Video Ctr; San Jose, CA	4/20/97
2,241,530	Brian Lacoe	American Video Ctr; San Jose, CA	4/20/97
2,083,690	Tim Aquino	American Video Ctr; San Jose, CA	4/20/97
1,735,850	Michael Blaufus	American Video Ctr; San Jose, CA	4/20/97
1,646,020	Mike Virgilio	American Video Ctr; San Jose, CA	4/20/97
1,437,980	Andrew Passaretti	American Video Ctr; San Jose, CA	4/20/97
1,115,560	Olivia Jacob	American Video Ctr; San Jose, CA	4/20/97
1,057,640	John Tucker	American Video Ctr; San Jose, CA	4/20/97

Dirty Harry

Diff: tournament, 3 balls - no extras

1,461,600,000	Dave Hegge	PAPA-5	2/95
1,224,500,000	Neil Shatz	PAPA-5	2/95
1,147,800,000	Paul Madison	PAPA-5	2/95

841,800,000	Dale Rice	PAPA-5	2/95
770,700,000	Glenn Wilson	PAPA-5	2/95
751,179,000	Steve Lane	PAPA-5	2/95
747,900,000	Lyman F. Sheats, Jr	PAPA-5	2/95
674,600,000	Rob Rosenhouse	PAPA-5	2/95
641,500,000	Steve Walker	PAPA-5	2/95
628,800,000	Pernet Sebastian	PAPA-5	2/95

Eight-Ball Champ

Diff: factory, extra balls received

35,432,680	Jelly Cartagena	Broadway Arcade; New York, NY	2/17/86

Eight-Ball Deluxe

Diff: factory, extra balls received

8,818,400	Chris Holland	Games Preserve; Charlotte, NC	8/14/83

Electra

Diff: factory, extra balls received

5,498,170	Jim Bernard	Crystal Cactus; Pensacola, FL	10/31/82

F-14 Tomcat

Diff: factory, extra balls received

21,820,300	Jelly Cartagena	Broadway Arcade; New York, NY	2/17/86

Fire!

Diff: factory, extra balls received

29,427,840	Travis Mitchell	–	–

Fish Tales (Williams/Bally 1990)
Diff: tournament, 3 balls - no extras

Frankenstein
Diff: tournament, 3 balls - no extras

4,656,377,000	Noel Steere	PAPA-5	2/95
2,174,500,000	Paul Madison	PAPA-5	2/95
2,031,800,000	Robert Chesnavich	PAPA-5	2/95
1,689,900,000	Neil Shatz	PAPA-5	2/95
1,649,900,000	Kevin Martin	PAPA-5	2/95
1,570,800,000	Lyman F. Sheats, Jr	PAPA-5	2/95
990,100,000	Dale Rice	PAPA-5	2/95
926,700,000	Dave Hegge	PAPA-5	2/95
719,100,000	Bowen Kerins	PAPA-5	2/95
678,300,000	Kenji Ishii	PAPA-5	2/95

Freddy: A Nightmare on Elm Street
Diff: tournament, 3 balls - no extras

44,056,270	Nick Ratica	High Voltage Arcade; Calif. Univ. of Pennsylvania	4/20/97
31,919,180	Matt Metts	High Voltage Arcade; Calif. Univ. of Pennsylvania	4/20/97

Funhouse
Diff: factory, extra balls received

37,712,710	Joseph Francis Nebus	–	–

Genesis
Diff: factory, extra balls received

64,613,570	Stephen Azzam	Hermosa Arcade; Hermosa, CA	1/11/87

Gold Wings

Diff: factory, extra balls received

98,345,990	Jelly Cartagena	Broadway Arcade; New York, NY	3/27/87

Grand Lizard

Diff: factory, extra balls received

35,224,650	Jelly Cartagena	Broadway Arcade; New York, NY	5/6/87

Gun Fight

Diff: factory, extra balls received

8,254,410	Larry Suida	Elmwood Arcade; Elmwood Park, IL	1/1/83

Haunted House

Diff: factory, extra balls received

2,501,950	William Schrivener	Crystal Cactus; Pensacola, FL	10/31/82

High Speed

Diff: factory, extra balls received

18,564,890	Jelly Cartagena	Broadway Arcade; New York, NY	1/24/87

Hollywood Heat

Diff: factory, extra balls received

56,783,480	Jelly Cartagena	Broadway Arcade; New York, NY	8/22/86

HYPERBALL

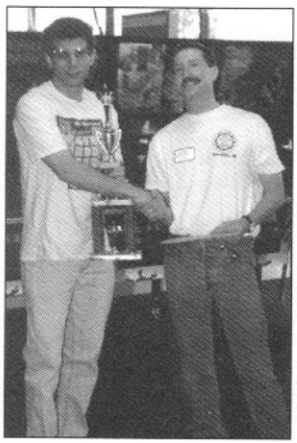
Diff: factory, extra balls received

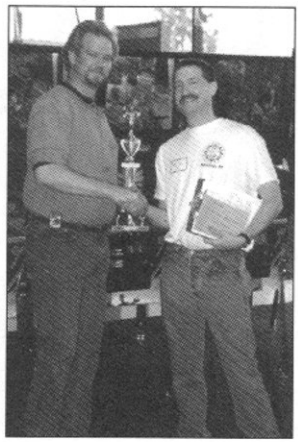
43,880,240	Barry Bagley	Outer Limits Arcade; Durham, NC	10/15/82

INDIANA JONES (Williams/Bally 1993)

Diff: tournament, 3 balls - no extras

2,021,159,630	Greg Lindsay	American Video Ctr; San Jose, CA	4/20/97
1,725,306,040	Neil Shatz	American Video Ctr; San Jose, CA	4/20/97
975,843,785	Gary Lynn	American Video Ctr; San Jose, CA	4/20/97





Left: **Neil Shatz**, top pinball player during the ***1997 Video Game & Pinball Masters Tournament***, receives a trophy from **Jim Sweet**, contest organizer at American Video Center – the official contest site for the San Jose, CA, area. *Right:* **Greg Lindsey** wins the 1997 title on *Indiana Jones*.

941,298,990	Hal Erickson	American Video Ctr; San Jose, CA	4/20/97
877,262,780	Roy Batchelor	American Video Ctr; San Jose, CA	4/20/97
722,440,180	Josh Lehan	American Video Ctr; San Jose, CA	4/20/97
663,684,170	Chris Lopez	American Video Ctr; San Jose, CA	4/20/97
407,474,650	Jim Hernandez	American Video Ctr; San Jose, CA	4/20/97
387,496,260	Steve Rowley	American Video Ctr; San Jose, CA	4/20/97
320,615,650	Richard Saito	American Video Ctr; San Jose, CA	4/20/97
246,682,040	Gabriel Devine	American Video Ctr; San Jose, CA	4/20/97
242,022,900	Greg Anderson	American Video Ctr; San Jose, CA	4/20/97
228,825,330	Will Dobyns	American Video Ctr; San Jose, CA	4/20/97
206,345,200	Brian Salwasser	American Video Ctr; San Jose, CA	4/20/97
198,135,860	George Marks	American Video Ctr; San Jose, CA	4/20/97
193,340,170	Andrew Passaretti	American Video Ctr; San Jose, CA	4/20/97
190,160,310	Larry Mollica	American Video Ctr; San Jose, CA	4/20/97
173,488,200	Russ Perreira	American Video Ctr; San Jose, CA	4/20/97
171,198,820	Matt Chandler	American Video Ctr; San Jose, CA	4/20/97
138,165,650	Chris Ruggerio	American Video Ctr; San Jose, CA	4/20/97
130,607,190	Enke Dragomir	American Video Ctr; San Jose, CA	4/20/97

124,707,420	John Tucker	American Video Ctr; San Jose, CA	4/20/97
116,181,320	Steve Woita	American Video Ctr; San Jose, CA	4/20/97
113,089,540	Roy Smith	American Video Ctr; San Jose, CA	4/20/97
89,384,560	Nathan Devine	American Video Ctr; San Jose, CA	4/20/97
75,767,540	Mike Virgilio	American Video Ctr; San Jose, CA	4/20/97
70,346,100	Tim Aquino	American Video Ctr; San Jose, CA	4/20/97
63,530,210	Cindy Cacas	American Video Ctr; San Jose, CA	4/20/97
61,373,980	Brian Lacoe	American Video Ctr; San Jose, CA	4/20/97
51,025,430	Olivia Jacob	American Video Ctr; San Jose, CA	4/20/97
47,731,770	Michael Blaufus	American Video Ctr; San Jose, CA	4/20/97
44,347,760	Kenneth Glass	American Video Ctr; San Jose, CA	4/20/97
42,803,430	Zakk Devine	American Video Ctr; San Jose, CA	4/20/97

Johnny Mnemonic (Williams/Bally 1995)

Diff: tournament, 3 balls - no extras

90,294,576,090	Neil Shatz	American Video Ctr; San Jose, CA	4/20/97
17,756,630,850	Nathan Devine	American Video Ctr; San Jose, CA	4/20/97
8,560,892,390	Hal Erickson	American Video Ctr; San Jose, CA	4/20/97
7,385,422,040	Jim Hernandez	American Video Ctr; San Jose, CA	4/20/97

4,859,759,270	Russ Perreira	American Video Ctr; San Jose, CA	4/20/97
3,938,482,220	Roy Batchelor	American Video Ctr; San Jose, CA	4/20/97
2,342,714,100	Josh Lehan	American Video Ctr; San Jose, CA	4/20/97
2,314,478,940	Chris Lopez	American Video Ctr; San Jose, CA	4/20/97
1,967,454,850	Greg Lindsay	American Video Ctr; San Jose, CA	4/20/97
1,680,666,240	Larry Mollica	American Video Ctr; San Jose, CA	4/20/97
1,676,142,330	John Tucker	American Video Ctr; San Jose, CA	4/20/97
1,437,677,830	Chris Ruggerio	American Video Ctr; San Jose, CA	4/20/97
1,393,105,730	Will Dobyns	American Video Ctr; San Jose, CA	4/20/97
1,377,208,540	George Marks	American Video Ctr; San Jose, CA	4/20/97
1,309,687,460	Olivia Jacob	American Video Ctr; San Jose, CA	4/20/97
1,299,955,760	Steve Rowley	American Video Ctr; San Jose, CA	4/20/97
1,273,370,160	Richard Saito	American Video Ctr; San Jose, CA	4/20/97
1,204,031,630	Andrew Passaretti	American Video Ctr; San Jose, CA	4/20/97
1,178,525,970	Kenneth Glass	American Video Ctr; San Jose, CA	4/20/97
1,048,371,750	Marc Conant	American Video Ctr; San Jose, CA	4/20/97
990,456,370	Roy Smith	American Video Ctr; San Jose, CA	4/20/97
919,146,580	Enke Dragomir	American Video Ctr; San Jose, CA	4/20/97

915,266,760	Cindy Cacas	American Video Ctr; San Jose, CA	4/20/97
682,202,300	Tim Aquino	American Video Ctr; San Jose, CA	4/20/97
623,857,630	Zakk Devine	American Video Ctr; San Jose, CA	4/20/97
570,225,320	Gary Lynn	American Video Ctr; San Jose, CA	4/20/97
543,195,670	Steve Woita	American Video Ctr; San Jose, CA	4/20/97
417,901,170	Jim Ranlett	American Video Ctr; San Jose, CA	4/20/97
399,495,950	Mike Virgilio	American Video Ctr; San Jose, CA	4/20/97
399,130,520	Brian Salwasser	American Video Ctr; San Jose, CA	4/20/97
358,277,940	Michael Blaufus	American Video Ctr; San Jose, CA	4/20/97
297,430,490	Brian Lacoe	American Video Ctr; San Jose, CA	4/20/97
91,247,230	Kent Coscarelly	American Video Ctr; San Jose, CA	4/20/97

JUDGE DREDD (Williams/Bally 1994)

Diff: tournament, 3 balls - no extras

607,600,200	Hal Erickson	American Video Ctr; San Jose, CA	4/20/97
394,590,640	Neil Shatz	American Video Ctr; San Jose, CA	4/20/97
369,913,790	John Tucker	American Video Ctr; San Jose, CA	4/20/97
329,897,400	Josh Lehan	American Video Ctr; San Jose, CA	4/20/97
310,501,100	Marc Conant	American Video Ctr; San Jose, CA	4/20/97

245,460,320	Gary Lynn	American Video Ctr; San Jose, CA	4/20/97
235,460,610	Roy Batchelor	American Video Ctr; San Jose, CA	4/20/97
216,440,230	Tim Aquino	American Video Ctr; San Jose, CA	4/20/97
198,522,620	Larry Mollica	American Video Ctr; San Jose, CA	4/20/97
191,778,440	Jim Hernandez	American Video Ctr; San Jose, CA	4/20/97
190,077,790	Greg Lindsay	American Video Ctr; San Jose, CA	4/20/97
183,547,070	Russ Perreira	American Video Ctr; San Jose, CA	4/20/97
176,950,090	Gabriel Devine	American Video Ctr; San Jose, CA	4/20/97
170,183,040	Chris Lopez	American Video Ctr; San Jose, CA	4/20/97
162,485,330	Chris Ruggerio	American Video Ctr; San Jose, CA	4/20/97
148,775,650	George Marks	American Video Ctr; San Jose, CA	4/20/97
145,566,810	Dennis Steele	American Video Ctr; San Jose, CA	4/20/97
144,339,810	Will Dobyns	American Video Ctr; San Jose, CA	4/20/97
139,245,580	Michael Blaufus	American Video Ctr; San Jose, CA	4/20/97
127,582,790	Cindy Cacas	American Video Ctr; San Jose, CA	4/20/97
123,136,140	Richard Saito	American Video Ctr; San Jose, CA	4/20/97
113,076,300	Kenneth Glass	American Video Ctr; San Jose, CA	4/20/97
98,503,720	Roy Smith	American Video Ctr; San Jose, CA	4/20/97

94,035,090	Steve Woita	American Video Ctr; San Jose, CA	4/20/97
89,907,730	Enke Dragomir	American Video Ctr; San Jose, CA	4/20/97
80,012,670	Steve Rowley	American Video Ctr; San Jose, CA	4/20/97
70,172,720	Brian Lacoe	American Video Ctr; San Jose, CA	4/20/97
68,428,860	Nathan Devine	American Video Ctr; San Jose, CA	4/20/97
67,768,070	Jim Ranlett	American Video Ctr; San Jose, CA	4/20/97
63,203,880	Andrew Passaretti	American Video Ctr; San Jose, CA	4/20/97
51,208,020	Brian Salwasser	American Video Ctr; San Jose, CA	4/20/97
50,327,790	Zakk Devine	American Video Ctr; San Jose, CA	4/20/97
41,928,880	Mike Virgilio	American Video Ctr; San Jose, CA	4/20/97
32,641,650	Olivia Jacob	American Video Ctr; San Jose, CA	4/20/97
19,171,580	Kent Coscarelly	American Video Ctr; San Jose, CA	4/20/97

Jungle Lord

Diff: factory, extra balls received

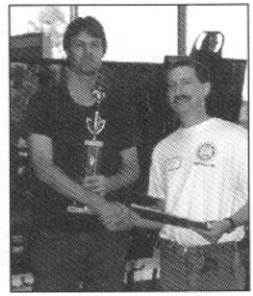
3,368,570	Bob Ellery	Games People Play; Estes Park, CO	6/15/82

Junkyard

Diff: tournament, 3 balls - no extras

113,275,540	Leo Daniels	Cool World; Wilmington, NC	4/20/97
102,980,560	Jamie Caton	Cool World; Wilmington, NC	4/20/97

46,211,590	Richie Truxillo	Cool World; Wilmington, NC	4/20/97
39,376,090	Michael Sublett	Playtime Arcade; Woodland, CA	–
33,350,370	Andrew Mercier	Cool World; Wilmington, NC	–
22,899,690	Joseph Kelly, Jr	Playtime Arcade; Woodland, CA	–
17,965,180	Chris Hartman	Playtime Arcade; Woodland, CA	–
12,699,100	Doug Buckmaster	Playtime Arcade; Woodland, CA	–



Pinball champions receiving awards from **Jim Sweet** at the ***1997 Video Game & Pinball Masters Tournament*** held at American Video Center in San Jose, CA.
Top Left: **Jim Hernandez** wins award for *Terminator 2* and *Twilight Zone* top scores.
Top Middle: **Josh Lehan** wins the 1997 title on *Jurassic Park* by almost twice everybody else's score.
Top Right: **Hal Ericson** wins the 1997 title on *Judge Dredd, Twister, World Cup Soccer* and *Star Trek.*
Bottom: **Marc Conant** wins the 1997 titles on *Big Bang Bar* and *The Addam's Family* by achieving overwhelmingly superior scores.

6,397,370	Frisco Martinez	Playtime Arcade; Woodland, CA	–
1,308,740	Benjamin Martinez	Playtime Arcade; Woodland, CA	–
929,730	Jeremy Hill	Playtime Arcade; Woodland, CA	–
924,980	Danny Arizaga	Playtime Arcade; Woodland, CA	–
683,370	Danny Carrillo	Playtime Arcade; Woodland, CA	–

Jurassic Park (Data East)

Diff: tournament, 3 balls - no extras

1,484,667,000	Josh Lehan	American Video Ctr; San Jose, CA	4/20/97
795,439,600	Neil Shatz	American Video Ctr; San Jose, CA	4/20/97
517,923,770	Hal Erickson	American Video Ctr; San Jose, CA	4/20/97
406,171,000	Chris Lopez	American Video Ctr; San Jose, CA	4/20/97
347,467,760	Gary Lynn	American Video Ctr; San Jose, CA	4/20/97
335,275,990	Russ Perreira	American Video Ctr; San Jose, CA	4/20/97
326,023,770	Roy Batchelor	American Video Ctr; San Jose, CA	4/20/97
263,363,940	Greg Lindsay	American Video Ctr; San Jose, CA	4/20/97
238,038,090	Larry Mollica	American Video Ctr; San Jose, CA	4/20/97
193,280,660	Jim Ranlett	American Video Ctr; San Jose, CA	4/20/97
179,969,090	Marc Conant	American Video Ctr; San Jose, CA	4/20/97

154,189,090	Tim Aquino	American Video Ctr; San Jose, CA	4/20/97
147,630,150	Nathan Devine	American Video Ctr; San Jose, CA	4/20/97
140,985,080	Richard Saito	American Video Ctr; San Jose, CA	4/20/97
136,108,300	John Tucker	American Video Ctr; San Jose, CA	4/20/97
114,285,890	George Marks	American Video Ctr; San Jose, CA	4/20/97
111,554,200	Greg Anderson	American Video Ctr; San Jose, CA	4/20/97
102,197,760	Cindy Cacas	American Video Ctr; San Jose, CA	4/20/97
102,096,260	Jim Hernandez	American Video Ctr; San Jose, CA	4/20/97
93,954,810	Zakk Devine	American Video Ctr; San Jose, CA	4/20/97
92,646,090	Brian Lacoe	American Video Ctr; San Jose, CA	4/20/97
91,796,120	Roy Smith	American Video Ctr; San Jose, CA	4/20/97
84,471,420	Will Dobyns	American Video Ctr; San Jose, CA	4/20/97
75,886,350	Michael Blaufus	American Video Ctr; San Jose, CA	4/20/97
72,705,410	Chris Ruggerio	American Video Ctr; San Jose, CA	4/20/97
70,070,720	Kenneth Glass	American Video Ctr; San Jose, CA	4/20/97
66,069,580	Brian Salwasser	American Video Ctr; San Jose, CA	4/20/97
58,007,650	Steve Woita	American Video Ctr; San Jose, CA	4/20/97
49,535,060	Mike Virgilio	American Video Ctr; San Jose, CA	4/20/97

47,930,030	Gabriel Devine	American Video Ctr; San Jose, CA	4/20/97
38,468,630	Olivia Jacob	American Video Ctr; San Jose, CA	4/20/97
34,817,040	Andrew Passaretti	American Video Ctr; San Jose, CA	4/20/97
16,698,220	Kent Coscarelly	American Video Ctr; San Jose, CA	4/20/97

Lethal Weapon 3

Diff: tournament, 3 balls - no extras

40,081,070	Ray Ballard	Exhilirama; Vorhees, NJ	4/20/97

Medieval Madness (Bally/Williams)

Diff: tournament, 3 balls - no extras

Note: These results are the combined standings for the Men's and Women's Divisions of the Fantasy Tourney held at* Herb Silvers' Pinball Fantasy '97 Show *(Las Vegas, NV; 7/19/97).

57,088,450	Glen Wilson	Pinball Fantasy '97; Las Vegas, NV	7/19/97
37,562,110	Alexis Wiggins	Pinball Fantasy '97; Las Vegas, NV	7/19/97
27,890,370	Keith Elwin	Pinball Fantasy '97; Las Vegas, NV	7/19/97
26,562.650	Bernie Kelm	Pinball Fantasy '97; Las Vegas, NV	7/19/97
25,213,190	Sarah Brown	Pinball Fantasy '97; Las Vegas, NV	7/19/97
22,410,730	Trent Argenstein	Pinball Fantasy '97; Las Vegas, NV	7/19/97
22,170,850	Charles Blaquiere	Pinball Fantasy '97; Las Vegas, NV	7/19/97
16,836,300	Phil Mazur	Pinball Fantasy '97; Las Vegas, NV	7/19/97

11,881,230	Sandy Gramling	Pinball Fantasy '97; Las Vegas, NV	7/19/97

Medusa

Diff: factory, extra balls received

1,601,400	Russ Rathier	Star Castle Arcade; Smithfield, RI	7/7/82

Millionaire

Diff: factory, extra balls received

33,475,610	Jelly Cartagena	Broadway Arcade; New York, NY	4/27/87

Monte Carlo

Diff: factory, extra balls received

75,879,630	Jelly Cartagena	Broadway Arcade; New York, NY	4/27/87

Mr & Mrs Pac-Man

Diff: factory, extra balls received

5,019,150	Mike Colpitt	Enterprise Arcade; Okmulgee, OK	1/22/83

Mystery Castle

Diff: tournament, 3 balls - no extras

1,406,330,890	Leonard Moscaritolo	EXPO '93	–
1,196,889,920	John Ross	EXPO '93	–
1,174,934,340	Jim Shird	EXPO '93	–
1,137,495,400	Kenji Ishii	EXPO '93	–
1,030,629,690	Dave Hegge	EXPO '93	–
1,018,193,000	Jim Roberts	EXPO '93	–
948,942,250	Lyman F. Sheats, Jr	EXPO '93	–

937,782,810	Rick Miller	EXPO '93	–
842,096,420	Yoshihiro Fukisawa	EXPO '93	–
782,519,470	Andre Delaporte	EXPO '93	–

No Fear (Williams/Bally 1995)

Diff: tournament, 3 balls - no extras

16,010,263,860	Neil Shatz	American Video Ctr; San Jose, CA	4/20/97
12,539,278,230	Hal Erickson	American Video Ctr; San Jose, CA	4/20/97
4,644,407,850	Marc Conant	American Video Ctr; San Jose, CA	4/20/97
3,342,862,960	Chris Lopez	American Video Ctr; San Jose, CA	4/20/97
2,438,455,330	Cindy Cacas	American Video Ctr; San Jose, CA	4/20/97
2,412,400,580	Jim Hernandez	American Video Ctr; San Jose, CA	4/20/97
1,876,245,580	Greg Lindsay	American Video Ctr; San Jose, CA	4/20/97
1,374,760,060	Will Dobyns	American Video Ctr; San Jose, CA	4/20/97
1,312,479,600	Roy Batchelor	American Video Ctr; San Jose, CA	4/20/97
1,301,772,820	George Marks	American Video Ctr; San Jose, CA	4/20/97
1,285,058,510	Richard Saito	American Video Ctr; San Jose, CA	4/20/97
1,221,719,170	Ryan Gregor	Cool Crest; Kansas City, MO	4/20/97
1,213,304,630	Chris Ruggerio	American Video Ctr; San Jose, CA	4/20/97
1,146,443,250	Mike Virgilio	American Video Ctr; San Jose, CA	4/20/97
985,343,940	Gary Lynn	American Video Ctr; San Jose, CA	4/20/97

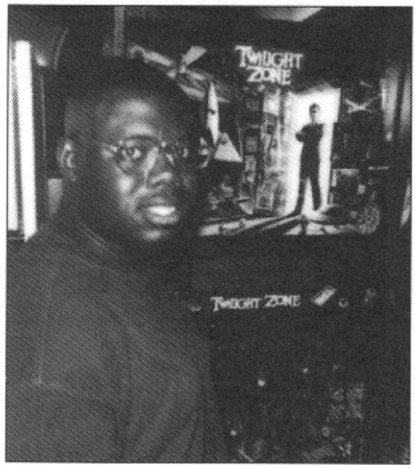
955,143,740	Larry Mollica	American Video Ctr; San Jose, CA	4/20/97
899,690,550	John Tucker	American Video Ctr; San Jose, CA	4/20/97
851,682,760	Jeffrey Clark	Cool Crest; Kansas City, MO	4/20/97
806,607,820	Nathan Devine	American Video Ctr; San Jose, CA	4/20/97
793,186,440	Christa West	Cool Crest; Kansas City, MO	4/20/97
791,351,440	Kenneth Glass	American Video Ctr; San Jose, CA	4/20/97
740,456,440	Mike Gregor	Cool Crest; Kansas City, MO	4/20/97
667,032,760	Steve Woita	American Video Ctr; San Jose, CA	4/20/97
663,855,450	Tim Aquino	American Video Ctr; San Jose, CA	4/20/97
579,780,520	Josh Lehan	American Video Ctr; San Jose, CA	4/20/97
568,915,520	Brian Lacoe	American Video Ctr; San Jose, CA	4/20/97
537,860,060	Steve Rowley	American Video Ctr; San Jose, CA	4/20/97
525,044,540	Zakk Devine	American Video Ctr; San Jose, CA	4/20/97
500,244,040	Andrew Passaretti	American Video Ctr; San Jose, CA	4/20/97
498,232,330	Mark Prior	American Video Ctr; San Jose, CA	4/20/97
467,529,570	Enke Dragomir	American Video Ctr; San Jose, CA	4/20/97
372,667,330	Brian Salwasser	American Video Ctr; San Jose, CA	4/20/97
338,479,610	Roy Smith	American Video Ctr; San Jose, CA	4/20/97

333,656,870	Russ Perreira	American Video Ctr; San Jose, CA	4/20/97
310,404,140	Anthony Shank	American Video Ctr; San Jose, CA	4/20/97
231,100,950	Michael Blaufus	American Video Ctr; San Jose, CA	4/20/97
170,526,380	Olivia Jacob	American Video Ctr; San Jose, CA	4/20/97

PIN-BOT

Diff: factory, extra balls received

16,569,190	James Shird	Embers Food & Fun; Madison, WI	4/24/87
549,670	Andrew Gallagher	Putt Putt Golf; Fairfield, IA	4/20/97



Every arcade chain has its reigning champion and the Fun Tunnel Arcade (four Tennessee locations: Cookeville, Tullahoma, Columbia, Dyersburg; and others in Rome, GA, Somerset, KY, and Natchez, MS) is no different. At right, **Michael W. Youngblood** – who has achieved pinball scores of 350,032,110 on *Addam's Family* and 1,534,780,310 on *Fish Tales* – rules the roost at the Natchez Fun Tunnel and takes on all on-comers. Twin Galaxies has appointed **Frank Woods, Jr.**, manager of the Natchez Fun Tunnel, as team captain of a newly-formed unit of ***Natchez All-Stars*** who will face squads from other arcades. *(Photo courtesy of Fun Tunnel Arcade – Natchez, MS)*

Popeye

Diff: tournament, 3 balls - no extras

615,671,040	Paul Madison	PAPA-4	1994
502,922,610	Gary Levitan	PAPA-4	1994
466,273,570	Dave Hegge	PAPA-4	1994
445,083,560	Kai Bateman	PAPA-4	1994
382,930,830	Michael Krill	PAPA-4	1994
378,400,720	Leo Daniels	PAPA-4	1994
349,146,990	Kevin Rodriguez	PAPA-4	1994
346,788,520	Shurd	PAPA-4	1994
336,631,110	Meilson	PAPA-4	1994
290,484,510	Chris Lopez	PAPA-4	1994

Rapid Fire

Diff: factory, extra balls received

54,196,000	Cameron Pittman	Endless Challnge; Greenville, SC	11/10/82
10,000,000	Jeff Peters	Starship Video; Upland, CA	9/12/83

Road Kings

Diff: factory, extra balls received

18,288,240	Jelly Cartagena	Broadway Arcade; New York, NY	8/20/86

Scared Stiff (Williams/Bally 1996)

Diff: tournament, 3 balls - no extras

84,333,250	Leo Daniels	Cool World; Wilmington, NC	4/20/97
71,379,810	Neil Shatz	American Video Ctr; San Jose, CA	4/20/97

61,489,200	Chris Hehman	Cool World; Wilmington, NC	4/20/97
44,318,050	Glenn Caton	Cool World; Wilmington, NC	4/20/97
43,517,430	Jason Hayes	Cool World; Wilmington, NC	4/20/97
41,562,920	Michael Sublett	Playtime Arcade; Woodland, CA	4/20/97
36,122,840	Jeffrey Clark	Cool Crest; Kansas City, MO	4/20/97
34,675,640	Josh Lehan	American Video Ctr; San Jose, CA	4/20/97
31,780,360	Hal Erickson	American Video Ctr; San Jose, CA	4/20/97
31,123,790	Jim Hernandez	American Video Ctr; San Jose, CA	4/20/97
27,806,230	Chris Lopez	American Video Ctr; San Jose, CA	4/20/97
26,620,900	Andrew Mercier	Cool World; Wilmington, NC	4/20/97
23,536,340	Walter Kalb	Playtime Arcade; Woodland, CA	4/20/97
22,310,370	Greg Lindsay	American Video Ctr; San Jose, CA	4/20/97
20,207,540	Russ Perreira	American Video Ctr; San Jose, CA	4/20/97
15,267,250	Roy Batchelor	American Video Ctr; San Jose, CA	4/20/97
11,387,220	Dennis Steele	American Video Ctr; San Jose, CA	4/20/97
11,270,750	Steve Woita	American Video Ctr; San Jose, CA	4/20/97
11,096,030	Tim Aquino	American Video Ctr; San Jose, CA	4/20/97
10,191,450	William Hays, IV	Cool World; Wilmngton, NC	4/20/97

9,298,760	Richard Saito	American Video Ctr; San Jose, CA	4/20/97
8,853,670	Brian Lacoe	American Video Ctr; San Jose, CA	4/20/97
8,300,410	Enke Dragomir	American Video Ctr; San Jose, CA	4/20/97
8,249,630	Mike Cotner	Playtime Arcade; Woodland, CA	4/20/97
7,890,460	Gary Lynn	American Video Ctr; San Jose, CA	4/20/97
7,768,120	George Marks	American Video Ctr; San Jose, CA	4/20/97
7,766,650	Greg Anderson	American Video Ctr; San Jose, CA	4/20/97
7,486,840	Cindy Cacas	American Video Ctr; San Jose, CA	4/20/97
7,453,610	Will Dobyns	American Video Ctr; San Jose, CA	4/20/97
7,095,020	Chris Ruggerio	American Video Ctr; San Jose, CA	4/20/97
6,546,260	Christa West	Cool Crest; Kansas City, MO	4/20/97
6,552,700	Nathan Devine	American Video Ctr; San Jose, CA	4/20/97
6,552,700	Zakk Devine	American Video Ctr; San Jose, CA	4/20/97
6,341,360	Larry Mollica	American Video Ctr; San Jose, CA	4/20/97
6,123,340	Andrew Kearney	Playtime Arcade; Woodland, CA	4/20/97
5,990,460	Roy Smith	American Video Ctr; San Jose, CA	4/20/97
5,976,580	Brian Salwasser	American Video Ctr; San Jose, CA	4/20/97
5,950,910	Andrew Kearney	Playtime Arcade; Woodland, CA	4/20/97

5,363,150	John Tucker	American Video Ctr; San Jose, CA	4/20/97
4,159,760	Matthew Valenzuela	Playtime Arcade; Woodland, CA	4/20/97
3,990,720	Mike Virgilio	American Video Ctr; San Jose, CA	4/20/97
3,740,900	Andrew Passaretti	American Video Ctr; San Jose, CA	4/20/97
3,470,360	Frisco Martinez	Playtime Arcade; Woodland, CA	4/20/97
3,228,750	Kenneth Glass	American Video Ctr; San Jose, CA	4/20/97
2,994,830	Gabriel Devine	American Video Ctr; San Jose, CA	4/20/97
2,320,350	Olivia Jacob	American Video Ctr; San Jose, CA	4/20/97
1,686,900	Danny Arizaga	Playtime Arcade; Woodland, CA	4/20/97
1,487,420	Kent Coscarelly	American Video Ctr; San Jose, CA	4/20/97
1,360,890	Michael Blaufus	American Video Ctr; San Jose, CA	4/20/97

Shaq Attaq

Diff: tournament, 3 balls - no extras

2,454,700,000	Dale Rice	PAPA-5	2/95
2,027,200,000	Bowen Kerins	PAPA-5	2/95
1,174,600,000	Glenn Wilson	PAPA-5	2/95
873,200,000	Alberto Santana	PAPA-5	2/95
866,300,000	Jason Werdrick	PAPA-5	2/95
763,100,000	Lyman F. Sheats, Jr	PAPA-5	2/95
653,400,000	Allan Vrooman	PAPA-5	2/95
527,800,000	Neil Shatz	PAPA-5	2/95
459,100,000	Dave Hegge	PAPA-5	2/95
408,000,000	Paul Madison	PAPA-5	2/95

Solar Fire

Diff: factory, extra balls received

3,672,000	Craig Bracher	Crystal Cactus; Pensacola, FL	10/31/82

Sorcerer

Diff: factory, extra balls received

29,820,070	Jelly Cartagena	Broadway Arcade; New York, NY	8/2/86

Space Jam Pinball

Diff: tournament, 3 balls - no extras

47,955,580	Kevin McKee	Playtime Arcade; Woodland, CA	4/20/97
37,909,710	Joseph Kelly	Playtime Arcade; Woodland, CA	4/20/97
36,603,130	Scott Emlaw	Playtime Arcade; Woodland, CA	4/20/97
26,495,810	Andrew Kearney	Playtime Arcade; Woodland, CA	4/20/97
24,838,290	Joseph Kelly, Jr	Playtime Arcade; Woodland, CA	4/20/97
16,076,040	Mark Longshore	Playtime Arcade; Woodland, CA	4/20/97

Andrew Kearney won special honors on *Space Jam Pinball* during the 1997 contest at Playtime Arcade in Woodland, CA.

11,687,010	Wendy Valenzuela	Playtime Arcade; Woodland, CA	4/20/97
11,585,490	Danny Carrillo	Playtime Arcade; Woodland, CA	4/20/97
8,748,180	Omar Davila	Playtime Arcade; Woodland, CA	4/20/97
7,236,060	Steve Lopez	Playtime Arcade; Woodland, CA	4/20/97
7,141,250	Danny Arizaga	Playtime Arcade; Woodland, CA	4/20/97
2,470,000	Benjamin Martinez	Playtime Arcade; Woodland, CA	4/20/97
2,153,520	Barbara Cardenas	Exhilirama; Vorhees, NJ	4/20/97
1,055,680	Frisco Martinez	Playtime Arcade; Woodland, CA	4/20/97
976,580	Mike Cotner	Playtime Arcade; Woodland, CA	4/20/97
865,490	Ray Ballard	Exhilirama; Vorhees, NJ	4/20/97

Space Shuttle Pinball

Diff: factory, extra balls received

18,506,390	Jelly Cartagena	Broadway Arcade; New York, NY	12/4/85
3,186,370	Josh Meade	Fairfield, IA	9/21/97

Space Station

Diff: tournament, 3 balls - no extras

1,970,060	Robert Chesnavich	Pinball Expo	11/14/92

Speak Easy

Diff: factory, extra balls received

21,396,050	Steve Stanger	Fun Ctr; Caledonia, MI	2/14/83

Special Forces

Diff: factory, extra balls received

7,538,290	Richard Sepulveda	Diamond J's Amusement; San Antonio, TX	5/19/87

Spectrum

Diff: factory, extra balls received

3,510,570	Cheryl Parker	Endless Challenge; Greenville, SC	5/5/83

Spring Break

Diff: factory, extra balls received

72,582,650	Jelly Cartagena	Broadway Arcade; New York, NY	4/9/87

Star Trek: The Next Generation (Williams/Bally 1993)

Diff: tournament, 3 balls - no extras

4,781,870,800	Hal Erickson	American Video Ctr; San Jose, CA	4/20/97
3,917,596,840	Neil Shatz	American Video Ctr; San Jose, CA	4/20/97
1,423,888,420	Josh Lehan	American Video Ctr; San Jose, CA	4/20/97
1,101,137,330	Chris Lopez	American Video Ctr; San Jose, CA	4/20/97
1,087,000,000	Richard Saito	American Video Ctr; San Jose, CA	4/20/97
1,006,164,050	Tim Aquino	American Video Ctr; San Jose, CA	4/20/97
804,623,120	Jim Hernandez	American Video Ctr; San Jose, CA	4/20/97

784,784,960	Will Dobyns	American Video Ctr; San Jose, CA	4/20/97
783,144,460	Cindy Cacas	American Video Ctr; San Jose, CA	4/20/97
782,005,480	Greg Lindsay	American Video Ctr; San Jose, CA	4/20/97
700,580,370	George Marks	American Video Ctr; San Jose, CA	4/20/97
665,205,240	Roy Batchelor	American Video Ctr; San Jose, CA	4/20/97
440,112,610	Larry Mollica	American Video Ctr; San Jose, CA	4/20/97
382,505,220	Steve Woita	American Video Ctr; San Jose, CA	4/20/97
362,994,730	Brian Lacoe	American Video Ctr; San Jose, CA	4/20/97
339,020,660	John Tucker	American Video Ctr; San Jose, CA	4/20/97
285,574,860	Gary Lynn	American Video Ctr; San Jose, CA	4/20/97
275,860,550	Andrew Passaretti	American Video Ctr; San Jose, CA	4/20/97
255,387,960	Nathan Devine	American Video Ctr; San Jose, CA	4/20/97
235,933,470	Brian Salwasser	American Video Ctr; San Jose, CA	4/20/97
233,048,780	Mike Virgilio	American Video Ctr; San Jose, CA	4/20/97
222,845,520	Olivia Jacob	American Video Ctr; San Jose, CA	4/20/97
219,115,290	Greg Anderson	American Video Ctr; San Jose, CA	4/20/97
217,075,590	Russ Perreira	American Video Ctr; San Jose, CA	4/20/97
206,904,200	Enke Dragomir	American Video Ctr; San Jose, CA	4/20/97

204,979,630	Chris Ruggerio	American Video Ctr; San Jose, CA	4/20/97
193,682,620	Roy Smith	American Video Ctr; San Jose, CA	4/20/97
173,168,670	Jim Ranlett	American Video Ctr; San Jose, CA	4/20/97
162,240,010	Zakk Devine	American Video Ctr; San Jose, CA	4/20/97
98,313,140	Steve Rowley	American Video Ctr; San Jose, CA	4/20/97
89,646,760	Kent Coscarelly	American Video Ctr; San Jose, CA	4/20/97
76,914,670	Gabriel Devine	American Video Ctr; San Jose, CA	4/20/97
10,120,950	Josh Bycer	Exhilirama; Vorhees, NJ	4/20/97
4,622,050	Richard Cardenas	Exhilirama; Vorhees, NJ	4/20/97

Star Wars Pinball

Diff: tournament, 3 balls - no extras

21,251,150	Maurice Hobbs	Exhilirama; Vorhees, NJ	4/20/97
16,708,710	Richard Cardenas	Exhilirama; Vorhees, NJ	4/20/97
13,668,650	Ricky Williams	Exhilirama; Vorhees, NJ	4/20/97
12,774,500	Ray Ballard	Exhilirama; Vorhees, NJ	4/20/97

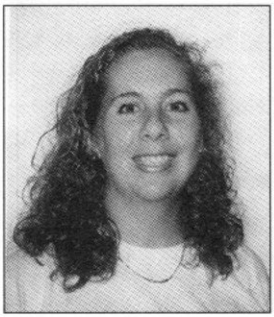
Star Wars Trilogy (Sega 1996)

Diff: tournament, 3 balls - no extras

45,767,010	Hal Erickson	American Video Ctr; San Jose, CA	4/20/97
37,898,830	Marc Conant	American Video Ctr; San Jose, CA	4/20/97
27,577,480	Neil Shatz	American Video Ctr; San Jose, CA	4/20/97
22,837,510	Chris Lopez	American Video Ctr; San Jose, CA	4/20/97

22,454,190	Rick Stetta	American Video Ctr; San Jose, CA	4/20/97
20,998,500	Roy Batchelor	American Video Ctr; San Jose, CA	4/20/97
18,994,720	David Hsu	American Video Ctr; San Jose, CA	4/20/97
17,581,000	Greg Lindsay	American Video Ctr; San Jose, CA	4/20/97
17,452,680	Tim Aquino	American Video Ctr; San Jose, CA	4/20/97
15,967,650	Will Dobyns	American Video Ctr; San Jose, CA	4/20/97
15,085,380	George Marks	American Video Ctr; San Jose, CA	4/20/97
14,269,930	Josh Lehan	American Video Ctr; San Jose, CA	4/20/97
13,090,910	Mark Prior	American Video Ctr; San Jose, CA	4/20/97
11,339,770	Jim Hernandez	American Video Ctr; San Jose, CA	4/20/97
10,921,180	Steve Rowley	American Video Ctr; San Jose, CA	4/20/97
10,898,970	Russ Perreira	American Video Ctr; San Jose, CA	4/20/97
10,341,700	John Tucker	American Video Ctr; San Jose, CA	4/20/97
9,982,130	Jim Ranlett	American Video Ctr; San Jose, CA	4/20/97
9,298,800	Richard Saito	American Video Ctr; San Jose, CA	4/20/97
7,924,350	Larry Mollica	American Video Ctr; San Jose, CA	4/20/97
7,890,945	Gary Lynn	American Video Ctr; San Jose, CA	4/20/97
6,991,260	Nathan Devine	American Video Ctr; San Jose, CA	4/20/97

6,268,240	Cindy Cacas	American Video Ctr; San Jose, CA	4/20/97
6,233,110	Greg Anderson	American Video Ctr; San Jose, CA	4/20/97
6,228,150	Jill Peterson	American Video Ctr; San Jose, CA	4/20/97
5,966,940	Chris Ruggerio	American Video Ctr; San Jose, CA	4/20/97
5,794,580	Mike Virgilio	American Video Ctr; San Jose, CA	4/20/97
4,196,430	Zakk Devine	American Video Ctr; San Jose, CA	4/20/97
3,917,630	Olivia Jacob	American Video Ctr; San Jose, CA	4/20/97
3,691,840	Brian Salwasser	American Video Ctr; San Jose, CA	4/20/97
3,525,230	Roy Smith	American Video Ctr; San Jose, CA	4/20/97
3,495,160	Andrew Passaretti	American Video Ctr; San Jose, CA	4/20/97
3,410,280	Gabriel Devine	American Video Ctr; San Jose, CA	4/20/97
3,185,580	Brian Lacoe	American Video Ctr; San Jose, CA	4/20/97
3,116,320	Michael Blaufus	American Video Ctr; San Jose, CA	4/20/97



Sarah Brown (27) of Toronto, Canada, gained Twin Galaxies' attention when she recently scored over ***39,000,000 points*** on *Star Wars Trilogy*, while winning the Womens' Singles Division at the ***Michigan State Pinball Championships*** in March of 1997.

2,808,120	Kent Coscarelly	American Video Ctr; San Jose, CA	4/20/97
2,180,610	Steve Woita	American Video Ctr; San Jose, CA	4/20/97

Street Fightr 2

Diff: tournament, 3 balls - no extras

3,745,263,000	Robert Chesnavich	PAPA-5	2/95
2,498,925,000	Rick Stetta	PAPA-5	2/95
1,757,274,000	Kenji Ishii	PAPA-5	2/95
1,540,233,000	Bowen Kerins	PAPA-5	2/95
1,459,483,630	Alberto Santana	PAPA-4	1994
1,377,152,000	Paul Madison	PAPA-5	2/95
1,325,205,700	Michael Gottlieb	PAPA-4	1994
1,303,890,990	Allan Vrooman	PAPA-4	1994
1,163,381,890	Lyman F. Sheats, Jr	PAPA-4	1994
1,124,926,000	Fred Richardson	PAPA-5	2/95
1,016,868,680	Dan Wilson	PAPA-4	1994
966,556,810	Jason Werdrick	PAPA-4	1994
802,733,510	Paul Madison	PAPA-4	1994
770,667,710	Sergio Stanko	PAPA-4	1994
764,752,780	Dave Hegge	PAPA-4	1994
620,331,020	Glenn Wilson	PAPA-4	1994
595,452,500	Bruce Parker	PAPA-4	1994
565,659,040	Sean Grant	PAPA-4	1994
497,081,180	Greg Hoff	PAPA-4	1994
465,286,600	Hal Erickson	PAPA-4	1994
386,920,350	Keith Johnson	PAPA-4	1994
383,376,290	Nint Hoo	PAPA-4	1994
335,184,500	Dan Loyle	PAPA-4	1994
330,032,330	Dallas Overturf	PAPA-4	1994
277,136,260	Paul Hoo	PAPA-4	1994
276,864,460	Jay Edelman	PAPA-4	1994

264,756,080	Rob Rosenhouse	PAPA-4	1994
255,354,130	AJ Fried	PAPA-4	1994

Surf N Safari

Diff: tournament, 3 balls - no extras

43,982,620	Robert Chesnavich	PAPA-3	2/13/93

Tales from the Crypt

Diff: tournament, 3 balls - no extras

105,384,500	Josh Bycer	Exhilirama; Vorhees, NJ	4/20/97
52,851,960	Richard Cardenas	Exhilirama; Vorhees, NJ	4/20/97
35,155,000	Robert Faust	Exhilirama; Vorhees, NJ	4/20/97
30,945,245	Maurice Hobbs	Exhilirama; Vorhees, NJ	4/20/97

Terminator 2 (Williams/Bally 1991)

Diff: tournament, 3 balls - no extras

572,079,170	Jim Hernandez	American Video Ctr; San Jose, CA	4/20/97
564,532,490	Marc Conant	American Video Ctr; San Jose, CA	4/20/97
342,924,860	Hal Erickson	American Video Ctr; San Jose, CA	4/20/97
324,889,640	Neil Shatz	American Video Ctr; San Jose, CA	4/20/97
251,162,100	Roy Batchelor	American Video Ctr; San Jose, CA	4/20/97
205,866,690	Rick Stetta	American Video Ctr; San Jose, CA	4/20/97
119,987,080	Tim Aquino	American Video Ctr; San Jose, CA	4/20/97
107,110,870	Greg Lindsay	American Video Ctr; San Jose, CA	4/20/97
104,201,070	Chris Lopez	American Video Ctr; San Jose, CA	4/20/97

100,728,720	Will Dobyns	American Video Ctr; San Jose, CA	4/20/97
88,950,340	Richard Saito	American Video Ctr; San Jose, CA	4/20/97
66,759,180	Russ Perreira	American Video Ctr; San Jose, CA	4/20/97
64,660,030	Larry Mollica	American Video Ctr; San Jose, CA	4/20/97
52,346,990	Greg Anderson	American Video Ctr; San Jose, CA	4/20/97
50,281,660	Chris Ruggerio	American Video Ctr; San Jose, CA	4/20/97
39,893,200	Enke Dragomir	American Video Ctr; San Jose, CA	4/20/97
38,958,010	George Marks	American Video Ctr; San Jose, CA	4/20/97
35,394,510	Cindy Cacas	American Video Ctr; San Jose, CA	4/20/97
33,475,260	Steve Rowley	American Video Ctr; San Jose, CA	4/20/97
28,721,080	Michael Blaufus	American Video Ctr; San Jose, CA	4/20/97
28,599,990	Steve Woita	American Video Ctr; San Jose, CA	4/20/97
10,772,960	Olivia Jacob	American Video Ctr; San Jose, CA	4/20/97
10,171,540	Roy Smith	American Video Ctr; San Jose, CA	4/20/97
9,972,500	Brian Salwasser	American Video Ctr; San Jose, CA	4/20/97
9,937,300	Mike Virgilio	American Video Ctr; San Jose, CA	4/20/97
8,988,120	Andrew Passaretti	American Video Ct; San Jose, CA	4/20/97
7,896,920	Gary Lynn	American Video Ctr; San Jose, CA	4/20/97

6,495,890	Nathan Devine	American Video Ctr; San Jose, CA	4/20/97
5,204,970	John Tucker	American Video Ctr; San Jose, CA	4/20/97
4,087,950	Brian Lacoe	American Video Ctr; San Jose, CA	4/20/97
3,854,210	Kent Coscarelly	American Video Ctr; San Jose, CA	4/20/97
2,056,920	Gabriel Devine	American Video Ctr; San Jose, CA	4/20/97
780,900	Richard Cardenas	Exhilirama; Vorhees, NJ	4/20/97

Theatre of Magic (Bally 1995)

Diff: tournament, 3 balls - no extras

2,039,916,900	Neil Shatz	American Video Ctr; San Jose, CA	4/20/97
1,292,720,490	Chris Grafton	Cool Crest; Independence, MO	4/20/97
1,235,133,870	Christopher Allen	Fun-Attic; Springfield, MO	4/20/97
1,069,675,240	Richard Saito	American Video Ctr; San Jose, CA	4/20/97
1,059,952,560	Steve Woita	American Video Ctr; San Jose, CA	4/20/97
996,084,430	Josh Lehan	American Video Ctr; San Jose, CA	4/20/97
927,020,660	Marc Conant	American Video Ctr; San Jose, CA	4/20/97
901,083,660	Hal Erickson	American Video Ctr; San Jose, CA	4/20/97
844,256,940	Michael Bokonich	Cool Crest; Kansas City, MO	4/20/97
777,548,420	Roy Batchelor	American Video Ctr; San Jose, CA	4/20/97
701,948,260	Russ Perreira	American Video Ctr; San Jose, CA	4/20/97

635,444,050	Dennis Steele	American Video Ctr; San Jose, CA	4/20/97
608,323,420	Chris Cox	Fun-Attic; Springfield, MO	4/20/97
605,056,910	Christa West	Cool Crest; Kansas City, MO	4/20/97
577,989,090	Jim Hernandez	American Video Ctr; San Jose, CA	4/20/97
576,865,760	Greg Lindsay	American Video Ctr; San Jose, CA	4/20/97
567,088,720	Brian Lacoe	American Video Ctr; San Jose, CA	4/20/97
523,282,220	Jill Peterson	American Video Ctr; San Jose, CA	4/20/97
513,108,420	Larry Mollica	American Video Ctr; San Jose, CA	4/20/97
486,550,460	Robert Rosenow	Fun-Attic; Springfield, MO	4/20/97
486,205,720	Mike Virgilio	American Video Ctr; San Jose, CA	4/20/97
470,031,420	Chris Ruggerio	American Video Ctr; San Jose, CA	4/20/97
442,860,020	Tim Aquino	American Video Ctr; San Jose, CA	4/20/97
432,724,530	Chris Lopez	American Video Ctr; San Jose, CA	4/20/97
405,036,170	Will Dobyns	American Video Ctr; San Jose, CA	4/20/97
400,075,960	Rick Stetta	American Video Ctr; San Jose, CA	4/20/97
388,951,520	George Marks	American Video Ctr; San Jose, CA	4/20/97
369,250,070	Gary Lynn	American Video Ctr; San Jose, CA	4/20/97
329,662,990	Cindy Cacas	American Video Ctr; San Jose, CA	4/20/97

309,320,820	Jim Ranlett	American Video Ctr; San Jose, CA	4/20/97
247,490,440	Steve Rowley	American Video Ctr; San Jose, CA	4/20/97
227,900,270	David Hsu	American Video Ctr; San Jose, CA	4/20/97
222,901,450	John Tucker	American Video Ctr; San Jose, CA	4/20/97
221,100,160	Mark Prior	American Video Ctr; San Jose, CA	4/20/97
208,550,230	Nathan Devine	American Video Ctr; San Jose, CA	4/20/97
193,900,180	Gabriel Devine	American Video Ctr; San Jose, CA	4/20/97
190,863,030	Greg Anderson	American Video Ctr; San Jose, CA	4/20/97
164,650,130	Kenneth Glass	American Video Ctr; San Jose, CA	4/20/97
146,275,570	Olivia Jacob	American Video Ctr; San Jose, CA	4/20/97
115,192,440	Zakk Devine	American Video Ctr; San Jose, CA	4/20/97
111,715,570	Andrew Passaretti	American Video Ctr; San Jose, CA	4/20/97
111,111,630	Roy Smith	American Video Ctr; San Jose, CA	4/20/97
102,005,216	Brian Salwasser	American Video Ctr; San Jose, CA	4/20/97
75,650,010	Kent Coscarelly	American Video Ctr; San Jose, CA	4/20/97
63,500,060	Michael Blaufus	American Video Ctr; San Jose, CA	4/20/97

Tommy

Diff: tournament, 3 balls - no extras

1,748,827,660	Bowen Kerins	PAPA-4	1994

1,365,408,000	Lyman F. Sheats, Jr	PAPA-5	2/95
961,850,320	Dave Hegge	PAPA-4	1994
909,321,000	Kevin Kulek	PAPA-5	2/95
870,253,310	Dale Rice	PAPA-4	1994
853,282,880	Marion Richards	PAPA-4	1994
818,405,800	Rick Stetta	PAPA-4	1994
792,936,000	Jason Werdrick	PAPA-5	2/95
791,155,000	Alberto Santana	PAPA-5	2/95
701,720,350	Dallas Overturf	PAPA-4	1994

Twilight Zone (Williams/Bally 1993)

Diff: tournament, 3 balls - no extras

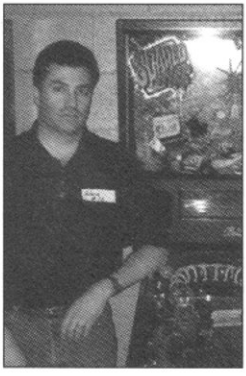
1,277,308,040	Jim Hernandez	American Video Ctr; San Jose, CA	4/20/97
879,900,400	Hal Erickson	American Video Ctr; San Jose, CA	4/20/97
596,962,220	Neil Shatz	American Video Ctr; San Jose, CA	4/20/97
524,892,590	Russ Perreira	American Video Ctr; San Jose, CA	4/20/97
317,079,150	Roy Batchelor	American Video Ctr; San Jose, CA	4/20/97
279,695,300	Marc Conant	American Video Ctr; San Jose, CA	4/20/97
272,068,550	Josh Lehan	American Video Ctr; San Jose, CA	4/20/97
261,986,990	Tim Aquino	American Video Ctr; San Jose, CA	4/20/97
245,175,150	Gary Lynn	American Video Ctr; San Jose, CA	4/20/97
238,983,100	Gabriel Devine	American Video Ctr; San Jose, CA	4/20/97
217,420,660	Greg Lindsay	American Video Ctr; San Jose, CA	4/20/97

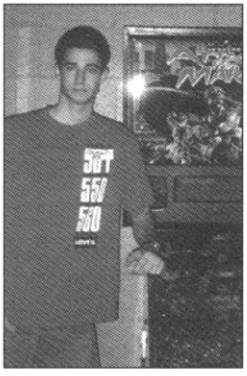
205,257,160	Steve Woita	American Video Ctr; San Jose, CA	4/20/97
183,233,610	Cindy Cacas	American Video Ctr; San Jose, CA	4/20/97
175,311,710	Nathan Devine	American Video Ctr; San Jose, CA	4/20/97
156,757,570	Chris Ruggerio	American Video Ctr; San Jose, CA	4/20/97
148,180,720	Chris Lopez	American Video Ctr; San Jose, CA	4/20/97
130,052,440	Larry Mollica	American Video Ctr; San Jose, CA	4/20/97
119,718,550	Mike Virgilio	American Video Ctr; San Jose, CA	4/20/97
116,550,420	Richard Saito	American Video Ctr; San Jose, CA	4/20/97
104,628,990	Will Dobyns	American Video Ctr; San Jose, CA	4/20/97
100,555,840	George Marks	American Video Ctr; San Jose, CA	4/20/97
90,903,270	Kenneth Glass	American Video Ctr; San Jose, CA	4/20/97
90,793,690	Roy Smith	American Video Ctr; San Jose, CA	4/20/97
73,304,530	Brian Salwasser	American Video Ctr; San Jose, CA	4/20/97
64,480,840	Kent Coscarelly	American Video Ctr; San Jose, CA	4/20/97
48,881,560	Andrew Passaretti	American Video Ctr; San Jose, CA	4/20/97
45,271,260	John Tucker	American Video Ctr; San Jose, CA	4/20/97
20,870,560	Michael Blaufus	American Video Ctr; San Jose, CA	4/20/97

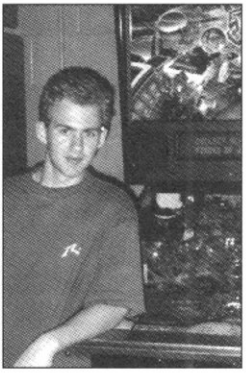
TWISTER (Sega Pinball 1996)

Diff: tournament, 3 balls - no extras

8,337,531,810	Hal Erickson	American Video Ctr; San Jose, CA	4/20/97
7,089,395,420	Josh Lehan	American Video Ctr; San Jose, CA	4/20/97
6,805,349,530	Neil Shatz	American Video Ctr; San Jose, CA	4/20/97
6,082,040,940	Marc Conant	American Video Ctr; San Jose, CA	4/20/97
4,313,477,130	Russ Perreira	American Video Ctr; San Jose, CA	4/20/97
4,131,069,480	Jeff Ruch	High Voltage Arcade; Calif. Univ. of Pennsylvania	4/20/97
2,969,313,030	Greg Lindsay	American Video Ctr; San Jose, CA	4/20/97
2,827,941,240	Rick Stetta	American Video Ctr; San Jose, CA	4/20/97
2,747,867,730	Roy Batchelor	American Video Ctr; San Jose, CA	4/20/97
1,978,338,670	Jim Hernandez	American Video Ctr; San Jose, CA	4/20/97
1,895,740,450	Gary Lynn	American Video Ctr; San Jose, CA	4/20/97
1,719,918,410	Chris Lopez	American Video Ctr; San Jose, CA	4/20/97
1,184,993,100	Greg Anderson	American Video Ctr; San Jose, CA	4/20/97
1,120,429,430	George Marks	American Video Ctr; San Jose, CA	4/20/97
1,056,267,580	Herb Branan	High Voltage Arcade; Calif. Univ. of Pennsylvania	4/20/97
971,158,000	Larry Mollica	American Video Ctr; San Jose, CA	4/20/97
879,296,310	Matt Konrad	High Voltage Arcade; Calif. Univ. of Pennsylvania	4/20/97







More and more heroes from the ***1997 Video Game & Pinball Masters Tournament.*** *Top Row:* A father-son combination – **Glenn Caton** on *Scared Stiff* and **Jamie Caton** on *Attack from Mars.* **Richie Truxello** also on *Attack from Mars.* *Middle Row:* **Russ Perreira** and **Roy Batchelor** receive awards from **Jim Sweet.** *Bottom:* **Jim & Tish Sweet** – organizers of the 1997 championship held at American Video Center, the official contest site for the entire Bay Area.

877,199,460	Anthony Shank	American Video Ctr; San Jose, CA	4/20/97
866,245,850	Chris Ruggerio	American Video Ctr; San Jose, CA	4/20/97
846,831,530	Tim Aquino	American Video Ctr; San Jose, CA	4/20/97
779,678,630	Richard Saito	American Video Ctr; San Jose, CA	4/20/97
728,319,120	Mike Virgilio	American Video Ctr; San Jose, CA	4/20/97
691,665,490	Nathan Devine	American Video Ctr; San Jose, CA	4/20/97
686,402,600	John Tucker	American Video Ctr; San Jose, CA	4/20/97
675,005,320	Brian Lacoe	American Video Ctr; San Jose, CA	4/20/97
610,688,670	Matt Chandler	American Video Ctr; San Jose, CA	4/20/97
609,844,180	Mark Prior	American Video Ctr; San Jose, CA	4/20/97
572,682,390	Enke Dragomir	American Video Ctr; San Jose, CA	4/20/97
548,307,880	Olivia Jacob	American Video Ctr; San Jose, CA	4/20/97
492,974,878	Steve Woita	American Video Ctr; San Jose, CA	4/20/97
484,484,200	Cindy Cacas	American Video Ctr; San Jose, CA	4/20/97
472,566,400	Roy Smith	American Video Ctr; San Jose, CA	4/20/97
468,556,280	Andrew Passarett	American Video Ctr; San Jose, CA	4/20/97
452,326,210	Will Dobyns	American Video Ctr; San Jose, CA	4/20/97
252,640,680	Brian Salwasser	American Video Ctr; San Jose, CA	4/20/97

245,856,530	Michael Blaufus	American Video Ctr; San Jose, CA	4/20/97
237,252,840	Kent Coscarelly	American Video Ctr; San Jose, CA	4/20/97
180,517,000	Gabriel Devine	American Video Ctr; San Jose, CA	4/20/97

WIPEOUT

Diff: tournament, 3 balls - no extras

1,524,627,360	Dale Rice	PAPA-4	1994
1,228,715,580	Jim Roberts	PAPA-4	1994
1,167,472,870	Keith Johnson	PAPA-4	1994
1,123,796,640	Robert Chesnavich	PAPA-4	1994
977,158,240	Dave Hegge	PAPA-4	1994
976,000,000	George Dusichka	Ohio State Univ.	1994
827,346,920	Mike Dawn	PAPA-4	1994
784,178,200	Dan Wilson	PAPA-4	1994
733,319,830	Steve Baumgarten	PAPA-4	1994
732,876,210	Alberto Santana	PAPA-4	1994
721,295,510	Dan Loyle	PAPA-4	1994
682,623,300	Michael Krill	PAPA-4	1994
593,020,050	Rob Rosenhouse	PAPA-4	1994
554,528,230	Nint Hoo	PAPA-4	1994
532,103,160	Larry DeMar	PAPA-4	1994
531,765,390	Glenn Wilson	PAPA-4	1994
498,780,700	Allan Vrooman	PAPA-4	1994
497,771,400	Dallas Overturf	PAPA-4	1994
485,517,480	Fred Richardson	PAPA-4	1994
418,900,140	Dave Stewart	PAPA-4	1994
416,526,770	Paul Hoo	PAPA-4	1994
407,072,780	Leonard Moscaritolo	PAPA-4	1994
393,493,680	Sergio Stanko	PAPA-4	1994
384,208,490	Bruce Parker	PAPA-4	1994

335,240,060	Kevin Martin	PAPA-4	1994
330,424,160	Lyman Sheats	PAPA-4	1994
321,609,320	Hal Erickson	PAPA-4	1994
319,730,430	Michael Gottlieb	PAPA-4	1994

WIZARD (Bally)

Diff: tournament/3 balls only

NOTE: These results are the combined standings for the Men's and Women's Divisions of the Fantasy Tourney held at* Herb Silvers' Pinball Fantasy '97 Show *(Las Vegas, NV; 7/19/97).

127,610	Michael Scott	Pinball Fantasy '97; Las Vegas, NV	7/19/97
77,370	Mark Fay	Pinball Fantasy '97; Las Vegas, NV	7/19/97
41,470	Linda Bornstein	Pinball Fantasy '97; Las Vegas, NV	7/19/97
31,350	Jeff Neuman	Pinball Fantasy '97; Las Vegas, NV	7/19/97
28,380	Jody Crooks	Pinball Fantasy '97; Las Vegas, NV	7/19/97

WORLD CHALLENGE SOCCER

2,063,662,790	Paulo Hoo	PAPA-4	1994
1,158,155,670	Lyman F. Sheats, Jr	PAPA-4	1994
1,099,925,630	Paul Madison	PAPA-4	1994
909,109,770	Dale Rice	PAPA-5	2/95
886,283,780	Hal Erickson	PAPA-4	1994
884,197,550	Leonard Moscaritolo	PAPA-4	1994
830,684,270	Jim Roberts	PAPA-4	1994
784,402,840	Alberto Santana	PAPA-4	1994
747,287,120	Kevin Martin	PAPA-4	1994
674,064,650	Leonard Sexton	PAPA-5	2/95

World Cup Soccer (Williams/Bally 1994)

Diff: tournament, 3 balls - no extras

11,467,344,430	Hal Erickson	American Video Ctr; San Jose, CA	4/20/97
3,824,543,420	Marc Conant	American Video Ctr; San Jose, CA	4/20/97
3,486,210,010	Neil Shatz	American Video Ctr; San Jose, CA	4/20/97
3,293,791,170	Greg Lindsay	American Video Ctr; San Jose, CA	4/20/97
3,171,020,130	Russ Perreira	American Video Ctr; San Jose, CA	4/20/97
2,787,044,090	Jim Hernandez	American Video Ctr; San Jose, CA	4/20/97
1,763,497,530	Roy Batchelor	American Video Ctr; San Jose, CA	4/20/97
1,418,545,230	Josh Lehan	American Video Ctr; San Jose, CA	4/20/97
1,277,286,430	Chris Lopez	American Video Ctr; San Jose, CA	4/20/97
1,207,240,000	Rick Stetta	American Video Ctr; San Jose, CA	4/20/97
1,205,223,080	Richard Saito	American Video Ctr; San Jose, CA	4/20/97
1,183,164,000	Roy Smith	American Video Ctr; San Jose, CA	4/20/97
1,154,134,690	Steve Rowley	American Video Ctr; San Jose, CA	4/20/97
1,038,905,360	Will Dobyns	American Video Ctr; San Jose, CA	4/20/97
986,908,400	Brian Lacoe	American Video Ctr; San Jose, CA	4/20/97
875,076,160	George Marks	American Video Ctr; San Jose, CA	4/20/97
868,889,370	Kenneth Glass	American Video Ctr; San Jose, CA	4/20/97

840,180,520	Chris Ruggerio	American Video Ctr; San Jose, CA	4/20/97
800,833,830	Brian Salwasser	American Video Ctr; San Jose, CA	4/20/97
760,442,660	Cindy Cacas	American Video Ctr; San Jose, CA	4/20/97
730,459,350	Gary Lynn	American Video Ctr; San Jose, CA	4/20/97
692,230,960	Larry Mollica	American Video Ctr; San Jose, CA	4/20/97
623,708,960	Greg Anderson	American Video Ctr; San Jose, CA	4/20/97
608,607,940	Tim Aquino	American Video Ctr; San Jose, CA	4/20/97
597,894,820	Enke Dragomir	American Video Ctr; San Jose, CA	4/20/97
556,042,470	Gabriel Devine	American Video Ctr; San Jose, CA	4/20/97
454,477,500	Mike Virgilio	American Video Ctr; San Jose, CA	4/20/97
439,955,160	Nathan Devine	American Video Ctr; San Jose, CA	4/20/97
369,795,790	Andrew Passaretti	American Video Ctr; San Jose, CA	4/20/97
327,294,240	Steve Woita	American Video Ctr; San Jose, CA	4/20/97
306,272,040	Olivia Jacob	American Video Ctr; San Jose, CA	4/20/97
294,482,360	John Tucker	American Video Ctr; San Jose, CA	4/20/97
236,937,290	Mark Prior	American Video Ctr; San Jose, CA	4/20/97
229,896,180	Zakk Devine	American Video Ctr; San Jose, CA	4/20/97
103,735,460	Kent Coscarelly	American Video Ctr; San Jose, CA	4/20/97

III Arcade Emulators

Video Game Emulators:

Introduction by Mark Longridge, Twin Galaxies' Emulator Editor:

Welcome to the video game renaissance.

In the beginning there was Readysoft's COMMODORE *64 emulator. It emulated the functions of the C64 on an* AMIGA *500. The C64 was a 6502-based machine running at 1 megahertz (Mhz). The machine doing the emulating was a 14 Mhz 68000-based machine. Even though the emulation was far from perfect, back in 1987 this was the beginning of computer emulation, and video game emulation as well.*

The first video game console emulation started around 1990 and began with the omnipresent ATARI *2600. There were a couple of* ATARI *2600 projects going on at the time, including Jeff Vavasour's own MS-DOS-based emulator, although* ACTIVISION, *the eventual publisher, decided to use a Window-based product.*

Early in 1994 Microsoft began to release MICROSOFT ARCADE, *which included* Missile Command, Centipede, Battlezone, Tempest *and* Asteroids.

This first release was a Windows 3.1 product. Microsoft followed this with a Win95 release which included Galaxian, Dig Dug, Pole Position *and* Pac-Man. *Although neither of these programs are true emulators, it was the most authentic port to date of these particular games.*

Later, in 1995, Namco – of Pac-Man *fame – decided to re-release their most classic games on the* PLAYSTATION *by* SONY *platform. They would ultimately release five CDs. The first CD included* PacMan, Galaga, Bosconian, Toy Pop, Rally-X, New Rally-X *and* Pole Position. *These emulators were very accurate indeed, with the only observable differences being that the old patterns for* Pac-Man *didn't quite work as minute timing differences would accumulate and make the monsters move differently.*

At about the same time Digital Eclipse and Jeff Vavasour perfected and released WILLIAMS ARCADE CLASSICS *with the first release including* Joust, Robotron, Defender, Bubbles, Sinistar *and* Defender 2. *(Originally* Defender 2 *was called* Stargate *and the name was changed due to copyright reasons.) The first version of WAC was actually released on a Macintosh computer and was programmed by Howard Fukuda. This release actually preceded the PC version, but only included* Joust, Robotron *and* Defender. *Hopefully by June of 1997 Jeff will have finished WAC #2 which will include* Joust 2, Splat! *(an unreleased prototype game) and several other classic games.*

Although these commercial arcade emulators were moderately successful, something amazing was brewing on the Internet which would ultimate supercede (or compliment, depending on your point of view) the corporate emulators. First and foremost is the U.K.'s David Spicer and his arcade emulator dubbed SPARCADE. *David's emulator, unlike the previously mentioned ones, emulates the games of various manufacturers. Some games, like* Pac-Man *and* Ms Pac-Man, *are already present in other compilations. Other games, like* Frogger, Scramble *and* Space Invaders *are unique to the realm of what is now known as "Internet Emulators." David's emulator was offered for public consumption at no cost! His selfless example was later followed by several other very talented programmers.*

Shortly after SPARCADE *exploded on the internet, Nicola Salmoria of Italy was working on his own amazing emulator project. Dubbed "MAME" for* MULTI ARCADE MACHINE EMULATOR, *the project introduced some very useful innovations. Perhaps the most interesting to the player was Nicola's addition of a screen snapshot feature to each and every game. By hitting the F12 button on your PC you could generate a screen shot to a file and send it via the internet to a special website for verification. Later on, an official Twin Galaxies Emulator site was developed and over 75 different games now have screen shots chronicling the efforts of the most avid arcaders. Even more incredible, Nicola has decided to release the source code for MAME to the Internet! Never has any*

programmer in the gaming world created such a quality project and also released the source code to the public all for free!

Prospective gamers who wish to submit their scores for verification may use MAME and screen shots as proof. MAME exists for the PC and the Macintosh. Screen shots from MAME may be in PCX or GIF format and can be submitted to:

cubeman@idirect.com

To check the current high score list for emulators on the Internet go to:

http://web.idirect.com/~cubeman

or

http://www.twingalaxies.com

1997 Twin Galaxies Video Game Masters Tournament:

***NOTE:** All games were set to Twin Galaxies Tournament Settings for Emulators. All games emulated using MAME by Nicola Salmoria, except Galaga by Martin Scragg.*
***IMPORTANT:** All scores verified by screen shot and review.*

***LEGAL DISCLAIMER:** It is Twin Galaxies' understanding that all the players who have submitted MAME scores for this book are in possession of the ROMS for the games they've played and are not in violation of any copyrights held by the respective manufacturers.*

1942

774,400 (9th wave)	Jesus Fons Vicedo	Valencia, Spain
416,450	Thierry Bittante	Toulouse, France
355,730 (9th wave)	John Den Hartog	Ijsselstein, Netherlands
262,220	Daniel Buchanan	Atlanta, GA
232,030 (6th wave)	Mark Longridge	Oshawa, ON, Canada
210,100 (6th wave)	Mike Antonarakis	Oshawa, ON, Canada

AMIDAR

125,600 (7th flag)	Rodney Butler	Columbia, CO
123,160 (7th flag)	Lance Farrow	Oshawa, ON, Canada

ARABIAN

57,350	Rainer Mittasch	Germany

49,950	John Den Hartog	Ijsselstein, Netherlands
18,300	Mark Longridge	Oshawa ON, Canada

Bagman

148,140	Robert Raiford	–

BombJack

3,571,580 (round 101)	Yuri Lee	Canada
2,725,820	Daniele Pessa	Venezia, Italy
1,315,870 (round 23)	Torsten Edelmann	Germany
1,302,670 (round 51)	Susana Estruch	Valencia, Spain
38,220 (round 4)	Mark Longridge	Oshawa, ON, Canada

Boom

4,057,010 (level 80)	Christopher Niederauer	USA

Bubble Bobble

2,308,830 (round 46)	Bill Wolf	Brick, NJ
2,265,210 (round 56)	Stephen Tjasink	Cape Town, S. Africa
1,920,260 (round 53)	Matt Hall	Harlingen TX
952,390 (round 32)	John Den Hartog	Ijsselstein, Netherlands
381,580 (round 17)	Chris Moore	Bristol, England
148,400 (round 12)	Mark Longridge	Oshawa, ON, Canada

Bubble Trouble

60,244	Todd Lipcon	USA

Carnival

19,300 (round 3)	Domenic Zenato	Queens, NY
15,870 (round 3)	Stephen Knox	Gaithersburg, MD

13,040 (round 3)	Aaron Williams	Murfreesboro, TN
11,030 (round 2)	Mark Longridge	Oshawa, ON, Canada

Centipede

Macintosh:

30,675	Christophe Verre	France

PC:

66,110	Scott Stone	Milton, VT
46,029	Domenic Zenato	Queens, NY
44,633	Daniel Buchanan	Atlanta, GA
27,007	Mike Antonarakis	Oshawa, ON, Canada
22,554	Stephen Knox	Maryland
21,536	Mark Longridge	Oshawa, ON, Canada

X:

39,701	Robert Anderson	Princeton

Commando

2,195,300	Gabrio Secco	Milano, Italy

Crazy Kong

260,100 (L = 10)	Rodney Butler	Columbia, CO
91,900	Torsten Edelmann	Germany
85,500	Ken Konechny	Canada
85,400	Marc Ahles	–
56,800	John Den Hartog	Ijsselstein, Netherlands

Crush Roller

1,754,340	Dean Ryan	United Kingdom

284,980	Mark Longridge	Oshawa, ON, Canada
64,200	Rodney Butler	Columbia, CO
12,510	Stephen Knox	Gaithersburg, MD

Crystal Castles

613,300 (level 10)	Mark Alpiger	Louisville, KY
145,851	Luciano Zanelli	Italy
76,666 (level 3)	Kevin Lynden	Oshawa, ON, Canada
15,292 (level 1)	Mark Longridge	Oshawa, ON, Canada

Defender

90,625	Rodney Butler	Columbia, CO
74,400	Chris Moore	Bristol, England

Dig Dug

1,109,500 (round 88)	Mark Longridge	Oshawa, ON, Canada

Dig Dug 2

34,700 (round 12)	Mark Longridge	Oshawa, ON, Canada

Do Run Run

230,190	John Den Hartog	Ijsselstein, Netherlands
185,510 (scene 17)	Matthew Burazin	Sydney, Australia

Donkey Kong

PC:

379,200 (L = 11)	Dexter Wilson	–
244,700 (L = 8)	Scott Riley	–
222,300 (L = 8)	Rodney Butler	Columbia, CO
126,500	John Stevens	–

45,300	Glen Payne	–

Macintosh:

340,70 (L = 10)	Brian Ahner	–

Donkey Kong, Jr

87,000 (L = 4)	Victor Hugo Falbo	Rio de Janeiro, Brazil

Donkey Kong 3

215,800	John Den Hartog	Ijsselstein, Netherlands
143,000	Carlo Barone	Italy

Frogger

88,210	Yuri Lee	Canada
24,910	Lance Farrow	Oshawa, ON, Canada
16,240	Torsten Edelmann	Germany

Galaga

4,089,060 (screen 317)	Daniel Buchanan	Atlanta, GA
3,586,970 (screen 255)	David Bohn	Melbourne, Australia
843,930 (screen 65)	Guenther Beer	Regensburg, Germany
290,330 (screen 29)	Matt Hall	Harlingen, TX
270,550 (screen 28)	Mark Longridge	Oshawa, ON, Canada
227,890 (screen 25)	Rik Lucas	

Galaxian (Midway)

267,270 (48th flag+)	Mark Lyons	Dublin, Ireland
36,950 (10th flag)	Rodney Butler	Columbia, CO
18,580	Mark Longridge	Oshawa, ON, Canada
11,420	Walter Day	Fairfield, IA

6,290 (3rd flag)	Stephen Knox	Gaithersburg, MD

Ghosts & Goblins

1,188,800 (stage 4-6)	Ryota Yamakawa	Osaka, Japan
553,500	Gabrio Secco	Milano, Italy
93,300	Rainer Mittasch	Germany
29,200	Mark Longridge	Oshawa, ON, Canada

Green Beret

322,320	Carlo Barone	Italy
271,770	Dony Plemmenos	Athens, Greece
208,970	David Price	United Kingdom
104,100	John Den Hartog	Ijsselstein, Netherlands
49,800 (stage 2)	Mark Longridge	Oshawa, ON, Canada

Gyruss

1,530,500 (screen 133)	James Schell	Medford, OR
522,050 (screen 44)	Luciano Ongari	Casalmaggiore, Italy
465,000 (screen 44)	Tom Hunter	–
243,050	Jeffrey Yamada	Honolulu, HI
188,400	John Den Hartog	Ijsselstein, Netherlands
74,050	Rainer Mittasch	Germany
36,850	Mark Longridge	Oshawa, ON, Canada
33,550	Glenroy Browne	Canada
28,850	Lance Farrow	Oshawa, ON, Canada

Joust

270,500	Mark Longridge	Oshawa, ON, Canada

Jungle Hunt

22,030	Peter Panetta	Italy

10,900	Daniel Buchanan	Atlanta, GA

Jr Pacman

281,750	Domenic Zenata	Queens, NY
100,700	Marcel Durieux	Brussels, Belgium
61,380	Mark Longridge	Oshawa, ON, Canada

Kangaroo

27,300	Daniel Buchanan	Atlanta, GA
16,100	John Den Hartog	Ijsselstein, Netherlands

KickRider

240,296 (scene 11)	Dony Plemmenos	Athens, Greece
177,100	Stamatis Pippis	Athens, Greece

KungFu Master

443,320	Olivier Millardet	Rennes, France
181,970	John Den Hartog	Ijsselstein, Netherlands

Lady Bug

307,210	Guilio Palmieri	Milano, Italy
63,870	John Den Hartog	Ijsselstein, Netherlands
62,400	Lance Farrow	Oshawa, ON, Canada

Lunar Rescue

15,040	Dave Pattison	Galway, Ireland
13,640	Lance Farrow	Oshawa, ON, Canada
12,900	John Lindsay	Oshawa, ON, Canada

Mappy

256,810 (round 18)	Scott Stone	Milton, VT
133,780 (round 16)	Luciano Zanelli	Italy
121,550 (round 13)	Mark Longridge	Oshawa, ON, Canada

Mario Bros

203,860	Thomas Wiesinger	Leonding, Austria
183,240	Scott Roberts	–
70,820	Mark Longridge	Oshawa, ON, Canada

Missile Command

50,070	Rodney Butler	Columbia, CO
39,955	Domenic Zenato	Queens, NY
27,095	Domenic Zenato	Queens, NY
19,065	John Den Hartog	Ijsselstein, Netherlands

Moon Cresta

150,340	Chris Littlejohns	Farnborough, UK
141,140	Marcelo Bernardo	–

Moon Quasar

30,880	Ken Konechny	–

Mr Do

1,840,100 (scene 126)	Kurt Lang	White Bear Lake, MN
613,600 (scene 42	Peer Dreyfuss	Bromley, England
561,600 (scene 35)	Ray Newman	New Hope, MN
439,350 (scene 32)	John Den Hartog	Ijsselstein, Netherlands
118,700 (scene 10)	Mark Longridge	Oshawa, ON, Canada
109,850 (scene 12)	Talei Kerwin	Toowoomba, Australia

Mr Do's Castle

125,840 (scene 13)	Dave Pattison	Galway, Ireland
35,140	John Den Hartog	Ijsselstein, Netherlands

Ms Pacman

243,140	Josh Dersch	–
128,120	Scott Pine	–
115,040	Linda Prater	–
81,300	John Den Hartog	Ijsselstein, Netherlands
55,360	Stephen Knox	Gaithersburg, MD
48,680	Mark Longridge	Oshawa, ON, Canada

Nibbler

16,293,980 (wave 186)	Hendrik Verwoerd	Bloemfontein, S. Africa
494,190 (wave 32)	Marco Picozzi	Italy
352,020 (wave 26)	Eric Linenberg	USA
53,270 (wave 10)	Mark Longridge	Oshawa, ON, Canada

Pac N Pal

162,000	Domenic Zenato	Queens, NY
63,640 (wave 10)	Mark Longridge	Oshawa, ON, Canada

Pacman

673,890	Daniel Buchanan	Atlanta, GA
210,160	Scott Pine	–
195,940	Marcel Durieux	Brussels, Belgium
192,200	Marc Ahles	–
55,830	Valerio Verrando	Roma, Italy

Pengo

539,730	Sangku Choi	Inchon, S. Korea
154,660 (act 13)	Luciano Ongari	Casalmaggiore, Italy
118,400	Davide Guida	Italy
99,180	Rodney Butler	Columbia, CO

Phoenix

385,516	Luka Bruno Jurac	Split, Croatia
28,120	Ken Konechny	–
7,680	Mark Longridge	Oshawa, ON, Canada

Pleiades

98,890	Daniel Buchanan	Atlanta, GA
97,090	Guenther Beer	Regensburg, Germany
55,050	Lance Farrow	Oshawa, ON, Canada

Pooyan

175,700	Thomas Wiesinger	Leonding, Austria
138,200	Theodore Beale	–
70,550	Boris Kallaur	Oshawa, ON, Canada

Q*bert

1,402,920 (level 9)	Luciano Ongari	Casalmaggiore, Italy
279,740	Ash Jones	USA

Qix

361,981	Marcel Durieux	Brussels, Belgium
221,802	John Den Hartog	Ijsselstein, Netherlands
152,134	Daniel Buchanan	Atlanta, GA

Rally-X

77,010 (round 8)	Domenic Zenato	Queens, NY
73,810 (round 8)	Aaron Williams	Murfreesboro, TN
34,010 (round 4)	Daniel Buchanan	Atlanta, GA

Robotron

427,775 (wave 15)	Domenic Zenato	Queens, NY
295,825 (wave 11)	Rodney Butler	Columbia, CO
275,925 (wave 13)	Daniel Buchanan	Atlanta, GA
258,250 (wave 12)	Peter Wright	Wellington, New Zealand
116,650	Mark Longridge	Oshawa, ON, Canada

Scramble

219,910	Guenther Beer	Regensburg, Germany
48,490 (2nd flag)	Mark Longridge	Oshawa, ON, Canada

Sea Wolf 2

6,500	Mark Longridge	Oshawa, ON, Canada

Space Invaders

8,500	Rodney Butler	Columbia, CO
8,150	Mark Longridge	Oshawa, ON, Canada
4,220	Ian Judge	United Kingdom

Space Invaders Deluxe

17,690 (screen 11)	Mark Lyons	Dublin, Ireland
9,770 (screen 11)	Mark Longridge	Oshawa, ON, Canada
8,320	Rodney Butler	Columbia, CO

Space Zap

256,750	Daniel Buchanan	Atlanta, GA
146,500	Jacob Schiermacher	Birkerod, Denmark
129,250	Mark Longridge	Oshawa, ON, Canada

Star Gate

84,675	William Womack	Edmonds
83,025	Chris Moore	Bristol, England

Super Pacman

511,490	Tom Hunter	–
151,070 (screen 17)	Mark Longridge	Oshawa ON, Canada
84,050 (screen 10)	John Den Hartog	Ijsselstein, Netherlands

Time Pilot

PC:

493,900	Tom Hunter	–
299,300	Marc Ahles	–
159,700	Matt Hall	Harlingen, TX
102,400	John Den Hartog	Ijsselstein, Netherlands
82,700	Micheal Leeson	Oshawa, ON, Canada
64,900	Kevin Lynden	Oshawa, ON, Canada
49,900	Mark Longridge	Oshawa, ON, Canada

Macintosh:

999,900	Brian Ahner	–

Uniwars

15,540 (6th flag)	Lance Farrow	Oshawa, ON, Canada

Vulgus

203,750	Daniel Buchanan	Atlanta, GA
115,400	John Den Hartog	Ijsselstein, Netherlands

Wizard of Wor

65,400	Mark Longridge	Oshawa, ON, Canada
20,300 (dungeon 5)	Stephen Knox	Gaithersburg, MD

Zaxxon

78,050	Rodney Butler	Columbia, CO
35,600	Marc Ahles	–

Pinball Emulators:

Simulated pinball games for the home computer are gaining tremendous popularity throughout the entire world. For this edition of the record book, StarPlay Productions, Inc., of Boulder, CO, (see Acknowledgements) has supplied Twin Galaxies with highly verified scores from their 1996 contests on *Crystal Caliburn*, *Looney Labyrinth* and *Alley 19* – three of the world's most popular PC pinball games. Also, Empire Interactive, Inc., has donated scores on *Bubbling Under* and *Pro Pinball: The Web*.

Next year's edition of this book will include a greatly expanded selection of PC pinball titles.

Pinball Scores:

3D Pinball (Microsoft)

4,590,500	Jacob Huebert	N. Lima, OH
2,097,750	Matt Dillman	Mt Vernon, IN

Alley 19 (StarPlay)

Note: Scores must be with the new version 1.1.2 or higher.

Top 5 Macintosh Three-Game Series:

822	Joel Lipenta	Philadelphia, PA
711	Steve Ebener	Springfield, OR
675	Ben Reichelt	Lakeville, MN
638	Louie Poe	Mihama-Ku, Japan
615	Trent Butcher	Loftus, Australia

607	David Roode	N. Brunswick, NJ
593	Gary McCulley	Independence, MO
546	Joshua Twilley	Haverford, PA
494	Neil Singerman	Woodland Hills, CA

Top 5 Macintosh Single-Games:

300	Joel Lipenta	Philadelphia, PA
269	Louie Poel	Mihama-Ku, Japan
262	David Roode	N. Brunswick, NJ
256	Steve Ebener	Springfield, OR
248	Gary McCulley	Independence, MO
234	Ben Reichelt	Lakeville, MN
216	Trent Butcher	Loftus, Australia
197	Joshua Twilley	Haverford, PA
190	Neil Singerman	Woodland Hills, CA

Bubbling Under (Empire Interactive, Inc.)

1,001,392,583,130	Eugene Watanabe	–
975,114,632,700	J. Weaver, Jr	–
319,983,010,840	Holger Matz, Kiel	–
270,818,274,320	Holger Hinterseher	–
264,935,633,900	Matthias Hartmann	–
263,335,605,060	Bernd Claasen	–
200,790,689,200	Gerd Mühlheußer	–
190,000,429,400	Simon Wilcock	–
188,328,996,440	Keith "Keefer" Johnson	–
179,541,943,790	Sven Kairies	–

Crystal Caliburn (StarPlay)

Note: Scores achieved on a Macintosh computer include an

"M" while the Windows edition includes a "W." All scores were achieved in 1996.

4,432,143,360	W	Josh Bell	New York, NY
3,752,287,020	W	Matthew Labyorteaux	Pasadena, CA
3,492,645,580	M	Josh Bell	New York, NY
3,299,110,860	W	Mike Hammontre	Wheat Ridge, CO
1,656,336,670	W	David Winston	Boulder, CO
1,489,231,020	W	Jeff Christensen	Coronado, CA
1,458,439,370	M	Riccardo Andreoni	Milano, Italy
1,433,550,580	M	Robert Mavko	Edmonton, Canada
1,376,133,970	W	Grant Callin	Redmond, WA
1,317,062,570	W	Zoran Milasinovic	Nairobi, Kenya
1,151,655,560	M	Tim Edwards	Morgantown, IN
1,052,916,480	W	Gary E. Johnson	London, OH
871,760,490	W	Ernie Tomas	Las Vegas, NV
734,894,980	M	Gaines Magee	Water Valley, TX
676,311,740	M	CW Hickcox	Decatur, GA
643,620,900	M	David R. Dutra	N. Oxford, MA

Mark Sargent, *1994 Crystal Caliburn World Champion,* beat out 3,000 other contestants from over 40 countries.

642,069,940	M	Nick Goldfrank	Shokan, NY
596,313,560	W	Peter Chenevert	Red Hook , NY
587,187,650	W	Jeffrey Garrett	Bronx, NY
556,799,930	M	Troy Patience	Tumwater, WA
553,107,350	W	Max Morlan	Vancouver, WA
541,084,020	M	Gary Anderson	Hattiesburg, MS
536,214,160	W	David A. Cox	Amherst, MA
530,676,410	M	Richard Caisse	Cedar Creek, TX
530,407,680	M	Christopher Krueger	Cedarburg, WI
530,287,880	M	Gerard Putter	Diemen, Netherlands
509,819,160	W	James Cooper	Oxnard, CA
504,589,140	M	Tom Tahucek	Eagleville, PA
496,713,250	M	Thomas Petro-Roy	Chelmsford, MA
487,890,350	M	Stu Needman	Dallas, TX
485,767,030	W	Roger Chan	Staten Island, NY
484,277,640	W	Tito Sanabria	Bayamon, PR
479,834,580	W	Mark Rosenberg	Venice, CA
465,508,880	M	Brian Irvine	Towaco, NJ
453,965,220	W	Jay Clayberger	Sunbury , PA
453,345,600	M	Joseph Makowski	Holyoke, MA
449,067,410	W	Jerry Nishi	Davis, CA
443,793,430	M	Ken Whitney	Tacoma, WA
436,057,130	M	Eisuke Kikkawa	Bryn Mawr, PA
433,897,850	W	Clark Charbonnet	Austin, TX
415,338,960	M	Dan Zellman	Dallas, TX
412,698,140	M	James Dulemba	Superior, WI
412,295,980	W	Eric Gaudreau	Compton, Canada
405,384,710	M	Raphael Liberatore, Jr	San Diego, CA
403,051,770	W	Paul Schoolik	Burlington, NJ
398,744,310	W	Kevin Marsh	Little Rock, AR
397,067,760	M	Robert Venegas	National City, CA
389,727,730	W	William Sammler	Petersburg, VA
387,858,110	W	Steven Berg	Bromley, UK

384,385,210	M	Carl Ellstroem	Farsta, Sweden
375,786,470	M	Matthew Griffiths	Langley , UK
375,256,280	M	Marvin Cross	Paradise Valley, AZ
368,657,420	W	Avi Cohen	New York, NY
367,831,950	W	Robert Collaris	Heerlen, Netherlands
367,590,210	W	Phil Mann	Los Angeles, CA
366,169,420	M	Dan Webb	Sunnyvale, CA
356,640,090	M	Ted Landau	Rochester, MI
350,094,320	M	Todd Stohs	Lincoln, NE
348,635,140	W	Francois Brisebois	St Constant, Canada
343,085,410	W	Evelyn Evitts	St Louis, MI
339,922,480	W	Don McCombs	–
331,813,020	M	Brigitte Spreiregen	Auron, France
331,234,770	W	Joseph Klees	Lansing, MI
329,326,340	M	Chris T. Johnson	San Ramon, CA
328,672,800	W	Wayne Sheehan	Newton, MA
318,499,250	M	Jack Leclair	Cary, NC
316,670,780	M	Robert D. Rast	Columbiana, OH
315,831,120	M	Peg Koether	Orange, CT
314,033,940	M	David Lillis	Brooklyn, NY
313,703,990	M	Greg Lawrence	Mill Valley, CA
313,388,530	M	Klaus Ludwigshausen	Ratekau, Germany
310,914,760	M	David St Amand	Boxboro, MA
303,732,910	W	Richard Lawless	Needham, MA
301,278,270	W	Bill Bryant	Kansas City, MO
295,206,690	W	Jason Frankel	Phoenix, MD
294,473,690	M	Shane Lester	Orange, CA
293,093,560	M	Richard & Tina Ghiz	Medway, MA
291,834,540	M	Steve Lipson	Lexington, MA
280,671,620	M	Mark Kevin	Hammond, IN
279,783,170	W	Tim Mills	Kapolei, HI
278,364,530	M	RC Aquarone	New York, NY
278,271,820	M	Kevin Carrano	Hamden, CT

276,935,370	M	Taylor Brooke	Arlington, MA
276,715,220	W	Catriona Cornett	Saratoga, CA
275,929,140	W	Richard Gunther	Northport, NY
275,413,530	M	Kent Douglass	Livingston, MT
272,309,930	W	Kevin Burke	Hicksville, NY
269,544,550	M	David Hull	Mclean, VA
267,992,260	M	Amanda Lamoureux	Bristol, RI
267,827,880	W	Mark Fanty	Portland, OR
265,907,140	W	David Voss	Baton Rouge, LA
265,512,010	M	Alan Schorzman	Tucson, AZ
262,611,540	W	Bill Francis	Livingston, TX
262,511,650	W	Darcy Smith	Norwich, NY
262,285,970	M	William Boisvert	–
262,117,210	W	Leon Cohen	Portola Valley, CA
260,724,980	W	Harold C. Bare	Azalea, OR
260,314,470	W	Alfred Perugini	Barnegat, NJ
260,242,910	W	Ed Borack	Baltimore, MD
257,063,770	W	Ernst Kraus	Seeheim, Germany
256,721,690	W	Tom Adams	Silver Spring, MD
255,949,240	W	Danny Lintz	Valley Village, CA
252,761,140	W	Adam Muretisch	St Clairsville, OH
252,235,000	M	Heiner Musiol	Nuembrecht, Germany
252,040,940	W	Chris Hentges	Maple Grove, MN
252,010,880	M	Francis J. Brooke	Decatur, GA
251,702,210	M	Cindy Yelm	San Bernadino, CA
251,345,440	M	James S. Bond	Lakeland, FL
250,748,400	W	Lawrence White	Chico, CA
250,607,660	W	Kevin Horn	Minot AFB, ND
250,319,460	W	Cameron Greider	New York, NY
250,150,840	M	Jon Lucas	Enfield, UK
249,440,700	W	Harry F. Clemence	The Woodlands, TX
248,440,050	M	Suzanne Brandt	Baltimore, MD
247,147,390	W	Warren Perry	Groton, MA

246,919,140	M	Kim Neely	New York, NY
246,047,780	M	David Johnson	Urbana, OH
243,295,030	W	Michel Cossette	La Tuque, Canada
240,977,790	W	David Magee	Bogalusa, LA
239,645,250	M	Mirjam Kessler	Zurich, Switzerland
239,324,010	W	Sheldon Schmidt	Saukville, WI
238,913,900	M	Joe Segal	Framingham, MA
237,966,690	W	Mason Louie	Folsom, CA
237,805,350	M	Michael Jensen	Kearney, NE
237,316,900	W	Earl Brown	Philadelphia, PA
236,965,760	M	Lewis Sherman	Richmond Hill, NY
234,983,280	W	Jed Birch	Chester, VA
234,459,070	W	Dave Widell	Arlington, MA
234,404,440	W	Peter Dechnik	Riverton, NJ
234,234,320	W	Marcel Marostica	Azalea, OR
233,723,320	M	Dave Downie	Seattle, WA
231,638,750	M	Larry Wong	Ignacio, CA
231,124,210	W	Elana Geffken	Mt Home, AR
230,511,180	M	Rodney Toenniessen	Wilson, NY
228,461,110	M	Philip Dennis	Brentwood, TN
228,040,070	M	Kenneth Kane	Sykesville, MD
227,074,230	M	Jim Ellickson	St Johns, MI
226,344,560	M	Dominique Manetta	–
226,328,920	M	Raymond J. Metsch, Jr	Rocky River, OH
225,357,960	M	Bill Foglio	Stratford, CT
224,648,220	W	Carolyn Smith	Philadelphia, PA
224,623,500	M	Stuart Malina	Isle of Palms, SC
224,610,040	W	Jeff Bannard	Calgary, Canada
224,320,870	M	Kristin Mayeda	Laguna Niguel, CA
222,299,660	W	Hank Gretzinger	Cold Spring, NY
221,998,800	W	Jeff Kitchen	Highland, UT
221,932,310	M	Serge Paquette	New York , NY
221,597,240	M	Brian Henderson	San Francisco, CA

220,725,790	W	Michael Goldstein	Winston Salem, NC
220,192,720	W	Brian David Harper	W. Palm Beach, FL
219,870,330	M	Leo Remington	Seattle, WA
219,655,490	M	Donald Woo	Pasadena, CA
218,501,480	M	Kathryn Seeds	Lancaster, PA
216,904,140	M	Dragan Antolovic	Thornbury, Australia
215,830,770	M	YL Brandt	Baltimore, MD
214,441,990	M	Chris Cornett	–
213,635,020	M	Susan Jacquart	Woodbury, MN
213,624,130	W	L. Paul Blais, Jr	W. Lebanon, NH
213,454,470	M	Jason Parker	Kaysville, UT
213,035,060	M	Ben Proctor	Guilford, CT
212,969,800	M	Jeremy Bubb	Manitowoc, WI
210,485,060	M	Tom Gregory	Shepperton, Middlesex, UK
208,447,340	W	Jim Music	–
207,780,990	M	Paul Moehring	Lindale, TX
207,674,300	M	Greg Friedman	San Francisco, CA
207,367,750	W	Philip Rigoli	Needham, MA
207,237,640	W	James Zaros	Stockport, OH
206,156,320	W	Harry J. Williams	Stratford, CT
206,033,420	W	Ralf Hornung	Rotteweil, Germany
203,533,760	W	Cliff Clark	Spruce Grove, Canada
203,047,560	M	Matt Reilly	Sewell, NJ
202,588,290	M	Kyle Sherman	Richmond Hill, NY
200,743,060	W	John Hoh	Powell, OH
200,508,880	W	Joey Palau	Huntington Beach, CA
200,091,010	M	Brian Rogers	Fairbanks, AK
200,038,360	M	David Hyde	Alexandria, A
197,643,130	M	George Roger Yates	Chicago, IL
196,919,400	W	Jeffrey Jackson	Coupeville, WA
196,651,800	M	Rob Jorgensen	Lima, OH
196,451,640	M	Hans Westergren	Sigtura, Sweden
196,327,080	W	Matthew Jaksa	Kansas City, KS

194,123,250	M	Lars-G. Wistrand	Lund, Sweden
192,122,120	M	Justin Consuegra	Mt Airy, MD
191,227,300	M	Ilya Galitzen	Oakland, CA
190,649,740	M	Petra Heininger	Munich, Germany
188,984,380	M	Arnold Stevens	Overland Park, KS
185,955,450	M	Kelly W. Brown	Springfield, MO
185,148,810	W	Carolyn Smith	Philadelphia, PA
184,171,370	M	Kathryn Queeney	Elmhurst, IL
184,160,560	M	Tom Arnot	Anchorage, AK
182,540,430	M	Jeff Danielson	Apo, AP
180,854,190	M	Rick Kuzma	Lebanon, NH
180,476,660	W	Fred Miller	Verona, NJ
180,400,300	M	David Cuccinotta	–
180,174,260	M	Amy Gerbenus	Ashtabula, OH
175,145,230	M	Jane Goldstein	Oakland, CA
175,063,120	W	Kerrie Hoffman	Delavan, WI
174,757,030	M	Bryce Daifuku	Mercer Island, WA
174,741,810	M	Pamela Roy	Matawan, NJ
170,948,230	M	David Morse	Corning, NY
169,167,160	W	Normand Brisebois	St Constant, Canada
166,066,810	W	Sheila Zurmuhlen	Sunnyvale, CA
165,924,180	M	Christopher Dubois	–
162,835,080	M	Jonathan Kaplan	San Antonio, TX
162,773,830	M	Charles Amico	–
161,193,990	W	Steven Zurmuhlen	Sunnyvale, CA
160,379,390	M	Margaret Sabo	E. Lyme, CT
159,803,380	W	Juli W Monroe	Springfield, VA
159,467,840	W	Richard B. Gelade, Esq.	–
157,900,680	M	Larry Smith	Leeds, MA
157,318,990	M	Michael Flynn	New York, NY
157,200,650	M	Sandra Pace	Mancos, CO
156,848,480	M	Bryan Inoue	Rancho Palos Verdes, CA
156,421,010	M	Billy Maher	Fairfax Station, VA

155,448,680	M	Stephen M. Poling	Peoria, IL
155,373,600	W	Julie M. Peterson	Boynton Beach, FL
153,304,990	M	Sue Compise	Williamsville, NY
153,050,870	W	Steve Irmanto	Jakarta, Indonesia
152,156,330	M	Sy Brandt	Baltimore, MD
151,297,270	M	Al Sargeant	Escondido, CA
151,033,900	M	Greg Hullin	Kenwood, CA
149,750,440	M	Jesse Aron	Los Angeles, CA
149,303,970	M	John D. Jackson	Doraville, GA
148,705,180	M	Theo Zimmermann	Hohberg, Germany
148,457,690	M	Matthew Niccolls	Danville, CA
147,948,140	M	Kathy Fuller	Tacoma, WA
147,016,660	W	Robert Lauri	Bayside, NY
144,367,170	W	Cathy Maltbie	Cincinnati, OH
144,203,210	M	Charlotte Yaillen	Meduon, WI
142,807,930	M	Brian Lipson	Lexington, MA
140,058,550	M	Lynda Turner	–
139,369,680	M	Brett Cartwright	Nashville, TN
139,270,330	M	Anton Lavey	San Francisco, CA
137,501,170	M	Henry Royal	Chesterfield, MO
137,435,720	W	Mathias Piechel	Neunkirchen, Germany
137,027,290	M	Erik Meltzer	Bryn Mawr, PA
136,651,830	W	Allan Freiberg	Boulder Creek, CA
135,403,640	M	Jonas Asprion	Schindellegi, Switzerland
135,369,710	M	Patrik Tollberg	–
135,265,230	M	Christopher Roum	Garden City, NY
133,967,430	M	Lark Gustafson	Arlington, WA
132,774,890	M	Hagen Hohn	Ottawa, Canada
132,445,720	W	Kathleen Siemont	Alexandria, VA
131,801,340	M	Rob Cardinale	Arlington, MA
131,155,950	M	Aaron	–
129,771,010	M	Mark Lipson	Lexington, MA
129,170,540	M	James Sanders	Murphys, CA

128,082,200	W	Michael Carter	Marheim, PA
127,977,790	M	Mike Spivak	–
124,824,470	M	Clark Dutterer	–

Looney Labyrinth (StarPlay)

Note: Scores achieved on a Macintosh computer include an "M" while the Windows edition includes a "W." All scores were achieved in 1996.

17,599,516,540	M	Shunsuke Kanda	Matsudo-Shi, Japan
10,909,018,900	M	Tim Edwards	Morgantown, IN
9,272,156,020	M	Tim Greene	Auburn, WA
8,960,253,480	M	Klaus Ludwigshausen	Ratekau, Germany
8,016,603,210	M	Patti Renfro	Longview, TX
7,511,704,960	M	David Okihiro	Los Angeles, CA
7,447,514,170	M	Curt Miller	Houston, TX
6,745,340,440	M	Mark Hinrichs	Portland, OR
6,412,520,790	M	Robert Crawford	Cincinnati, OH
6,233,939,360	M	Brendt Min	St Paul, MN
5,628,266,100	M	Bruce Cable	Saugus, CA
5,382,356,150	M	Gregory Kaiser	Antioch, CA
5,090,060,510	M	Mark Williamson	Lewisville, TX
4,818,570,310	M	Irving Clough	W. Swanzey, NH
4,545,305,620	M	Gaines Magee	Water Valley, TX
4,521,133,350	M	Christopher Burkett	Vernonia, OR
4,502,327,160	M	Peter Peyer	Dietlikon, Switzerland
4,329,257,260	M	Bill Wharrie	Waterloo, Canada
4,326,184,080	M	Jacques Seydel	Chartrettes, France
4,230,240,310	M	Ryan Godfrey	Glendale, AZ
4,101,482,350	M	Wayne Sanders	Altamonte Springs, FL
4,053,249,740	M	Michael Mauk	Des Moines, IA
3,688,304,970	W	Michael Schils	Milan, MI
3,664,428,570	M	John A. Kolbeck	Stevens Point, WI

3,413,271,850	M	Taylor Habig	Waldorf, MD
3,403,762,150	M	Ted Caldwell	Ithaca, NY
3,390,647,680	M	Eric King	Lawrence, PA
3,299,372,570	M	Mo & Suzanne Brandt	Baltimore, MD
3,167,621,120	M	Thomas Petro-Roy	Chelmsford, MA
3,139,787,990	M	Jenni Marlyse	Grandson, Switzerland
3,133,542,140	W	Steven Nethercot	Lewisville, TX
3,060,837,020	M	George Roger Yates	Chicago, IL
3,047,129,840	W	Julie Peterson	Boynton Beach, FL
2,970,630,800	M	Walter Meul	Bonem, Belgium
2,958,821,090	M	Fred Half	Palo Alto, CA
2,955,799,200	M	Steven Nethercot	Lewisville, TX
2,936,548,830	M	Bernard Samet	San Rafael, CA
2,927,048,210	M	Monte Bisson	Ellensburg, WA
2,868,103,590	W	Marius Fulla	Koblenz, Germany
2,832,578,940	M	Andreas Moll	Bramsche, Germany
2,676,253,750	M	Roger Mazula	Watervliet, NY
2,665,261,760	W	Michael Hammontre	Wheatridge, CO
2,586,093,080	M	Joachim Nakat	Sprendlingen, Germny
2,556,160,020	M	Robert Danforth	–
2,538,858,330	M	Joseph Dudman	Portland, OR
2,451,513,210	W	Martin Mathis	Phoenix, AZ
2,385,254,020	W	Rod Souza	San Ramon, CA
2,305,285,250	M	Peter Talbot	Meriden, CT
2,284,903,980	W	David Winston	Boulder, CO
2,220,274,420	M	George & Mary Schaeffer	Hawthorne, CA
2,207,334,800	M	Mike Canaday	Waco, TX
2,164,543,070	M	Troy Patience	Tumwater, WA
2,076,972,810	M	Suing-Mi Im	Brooklyn, NY
1,983,140,080	M	John Teti, Jr	Wilmot Flat, NH
1,981,497,190	M	Steve Lipson	Lexington, MA
1,927,506,800	M	Constant Fabrice	Zaventem, Belgium
1,909,303,600	M	Frank Mayer	Ft Wayne, IN

1,905,620,640	M	Tom Garrison	New Berlin, WI
1,781,494,070	M	Ellie Gillis	Aberdeen, MD
1,778,626,200	W	Jim Cooper	Oxnard Shores, CA
1,749,746,370	M	Tommy O'Connor	Columbia, MO
1,728,029,030	M	David Grossman	Huntington, CA
1,726,035,490	M	Oliver Oldcorn	Hampshire, England
1,715,243,920	W	John Ciccone	Toronto, Canada
1,700,565,810	M	Michael Armitage	Gurnee, IL
1,682,216,630	M	Dana Hobson	San Mateo, CA
1,679,231,840	M	Roy Nathans	Upper Montclair, NJ
1,669,843,210	M	Roy McCoy	Ritterdam, Netherlands
1,659,643,530	W	Steve Traudt	Grand Junction, CO
1,647,963,440	M	James Tang	Berkeley, CA
1,640,071,280	M	Rod Souza	Lafayette, CA
1,605,551,530	M	Michael O'Hara	Alexandria, VA
1,583,515,180	W	David Schulmister	St Petersburg, FL
1,581,882,580	M	Phil Hubbard	Salt Lake City, UT
1,570,454,800	M	Bob Lohbauer	Lee, MA
1,562,888,350	W	Roger Cote	Buckfield, ME
1,550,261,150	M	Shawn Sato	Iowa City, IA
1,542,300,030	M	George O'Donnell	N. Haven, CT
1,522,452,410	M	Ken Jacobson	Essex, UK
1,487,768,460	M	Cheryl Marino	Monroe, MI
1,472,066,600	W	Craig Sabo	Eureka, MO
1,471,102,040	M	Pekka Wtikka	Espoo, Finland
1,439,589,360	W	Phillip Hocker	Lilburn, GA
1,421,354,490	M	James Dulemba	Superior, WI
1,411,470,310	M	Ed Koether	Orange, CT
1,386,840,220	M	Yamasawa Tetsuya	Uenohara, Kitatsuru, Japan
1,382,586,610	M	Jack Lane	Upper Marlboro, MD
1,380,421,170	W	Richard Gunther	Northport, NY
1,378,868,230	M	Joseph Curley	Sudbury, MA
1,345,574,770	M	Rick Schumacher	–

1,332,092,320	M	Robert McCarty	Ft Lupton, CO
1,313,586,020	M	Leta Moe	Santa Rosa, CA
1,310,347,660	W	Harry Clemence	The Woodlands, TX
1,308,105,430	M	April R. Miller	Wayland, NY
1,306,420,540	M	Brian Lipson	Lexington, MA
1,298,718,950	M	Dennis Soibelman	Phoenix, AZ
1,292,648,960	W	Dan Bodrero	Mesa, AZ
1,290,380,230	W	Paul Schoolik	Burlington, NJ
1,269,430,360	M	Maryse Thomas	Paris, France
1,248,602,210	M	Francesco Nencini	Milano, Italy
1,248,265,280	M	Tore Eliasson	V. Frolunda, Sweden
1,241,220,210	M	Thomas Bunte	Hannover, Germany
1,233,476,230	M	Jean-Pierre Lafon	France
1,220,520,330	M	Ray Clayberger	Kreamer, PA
1,219,984,480	W	Joe Peterson	Boynton Beach, FL
1,211,922,450	M	Roland Keller	Baar, Switzerland
1,197,087,120	M	Deb Stenger	Allen, TX
1,197,065,320	W	Bruce Yodis	Sunnyvale, CA
1,195,446,480	M	Johannes Fossum	Honefoss, Norway
1,188,835,470	M	Mike Thompson	N. Salt Lake, UT
1,188,120,470	M	Anthony Hildebrandt	Potomac, MD
1,187,874,400	W	Brian Todd	Rockdale, TX
1,186,638,660	M	Barbara Buchanan	Plainfield, IN
1,184,786,070	M	Katy Nielsen	Chicago, IL
1,171,594,330	M	Kevin Oldcorn	Hampshire, UK
1,158,443,080	M	Bob Weaver	TN
1,154,439,110	M	Gerald Longbotham	Baytown, TX
1,151,815,030	W	Harold Bare	Azalea, OR
1,149,744,010	W	Eddie Byrd	Arlington, VA
1,134,900,980	W	Ken Bobzin	Fresno, CA
1,133,895,850	M	Darren Yee	San Francisco, CA
1,125,440,670	W	Lisa Plegge	–
1,122,207,580	M	Bruce Wallace	Sarasota, FL

1,116,978,940	M	Kay Frenzer	Mesa, AZ
1,113,034,910	M	David Bell	–
1,103,174,890	M	David St Amand	Boxboro, MA
1,097,580,130	W	Leon Walker	Stavanger, Norway
1,088,875,280	M	Dennis Wunschel	Early, IA
1,083,552,800	W	Ed Borack	Baltimore, MD
1,071,913,080	M	Christopher Burkett	Vernonia, OR
1,036,195,890	M	Joseph Makowski	Holyoke, MA
1,030,380,940	W	Tim Gallagher	St Louis, MO
1,029,961,740	M	Fred Carino, Jr	Concord, CA
1,024,181,520	W	Tim Weber	–
1,022,401,270	M	William Powell	Lenoir City, TN
1,013,717,600	M	Mirjam Kessler	–
1,009,826,050	M	Olaf Bruchmann	Hamburg, Germany
998,945,960	M	Randy Buck	Pueblo, CO
949,658,930	W	Chapman Chan	Hackettstown, NJ
886,045,760	W	Joseph Brock	Miami Beach, FL
871,409,580	M	Steven Canfield	Salt Lake City, UT
870,291,230	W	Michel Cossette	La Tuque, Canada
861,176,460	M	Karyn Miller-Medzon	–
855,886,750	W	Greg Savel	Belleair, FL
811,792,640	M	Michael Bogdanoff	Fremont, CA
811,787,710	M	Maryse Thomas	Paris, France
796,880,510	M	Michael Gillis	Aberdeen, MD
790,203,430	M	Mark Silverman	Stockholm, NJ
781,644,900	W	Charles Beary, Jr	Lenexa, KS
763,631,600	M	Rick Novak	Newark, DE
760,947,770	W	Roger Cortright	Fullerton, CA
741,512,530	M	Wendy Albertson	New Tripoli, PA
722,932,010	W	Wolfgang Suchowitz	Oer-Erkenschwick, Germany
721,534,420	W	Ernst Kraus	Seeheim, Germany
701,040,280	M	Neal Narkis	Santa Barbara, CA
699,690,350	W	Sally Donnelly	Round Rock, TX

693,012,440	W	Frank Hollander	Redmond, WA
648,652,760	M	Bob Garner	Austin, TX
645,058,960	M	David Steinberg	Applegate, CA
644,787,610	W	Gene Taback	Oakland, CA
642,550,500	W	Gary Drago	W. Hempstead, NY
641,952,590	M	Toni Morrissey	Baltimore, MD
640,303,650	W	Steve Zurmuhlen	Sunnyvale, CA
633,978,310	M	David Haupert	Kamuela, HI
626,899,340	W	Richard Schmidt	Saukville, WI
614,300,730	M	William Signori	Brighton, MA
609,605,050	W	Tom Durst	–
609,590,050	M	Tuija Lindstrom	Bara, Sweden
606,555,610	M	Brian Rogers	Fairbanks, AK
606,085,330	M	Justin Lauer	–
597,636,640	M	Derek Fulford-Brown	Toronto, Canada
591,544,880	M	Nicholas Seydoux	Avusy, Switzerland
587,567,750	W	Les Citrome	Suffern, NY
579,167,570	M	Oded Kremer	Playa Del Rey, CA
575,371,880	M	Rick Leyendecker	Iowa City, IA
568,168,840	M	Karen Dill	Columbia, MO
562,435,430	M	Roy Cochran	Kailai, HI
558,045,370	W	Bill Morlan	Vancouver, WA
557,156,330	M	Ron Wackowski	Vernal, UT
554,989,980	M	Mike Frentz	San Bruno, CA
553,107,350	W	Max Morlan	Vancouver, WA
546,261,880	W	Bruce W. Harget	Mt Holly Springs, PA
543,826,750	W	Chrishooper	Maple Springs, NY
541,380,770	M	Jason Halkias	Bettendorf, IA
535,261,270	M	Dale Howard	Fremont, CA
532,727,650	W	Richard Mayers	Royal Oak, MI
522,450,930	M	Danny Harris	Dallas, TX
521,862,440	W	Joseph Cascio	Harrisburg, OR
519,855,480	M	Cathy Beard-Diepenbrock	Chandler, AZ

518,910,380	M	Andrew Lyzeuga	Altadena, CA
518,789,360	M	Kenneth Griffin	Van, TX
518,644,920	M	David & Linda Brame	–
518,626,300	W	Frank Toman	Westampton, NJ
516,207,190	W	Peter Burke	Allen, TX
516,040,210	W	David Swart	Wilmingtom, NC
513,045,460	M	Dave Bradshaw	Bally, PA
512,589,980	M	Kelly Michals	Aurora, CO
498,868,390	M	Mark Lipson	Lexington, MA
495,435,110	M	Andrew Steif	Plainview, NY
492,425,740	W	Steven Peters	–
489,494,160	W	Robert Kolin	Ruther Glen, VA
483,485,880	W	Gary Wilshire	Mclean, VA
482,081,450	M	Chris Lelieur	S. San Francisco, CA
480,306,580	W	Jacques Lebel	Riviere-Du-Loup, Canada
478,564,670	M	Callie Holmes	Trenton, SC
473,548,590	M	Jason Bleck	Plainview, NY
449,776,730	M	Sarah Curley	Sudbury, MA
449,614,720	W	Tom Tomkiewicz	Boulder, CO
442,114,030	W	Sheila Zurmuhlen	Sunnyvale, CA
432,899,870	M	Keith Dreger	–
429,536,500	M	Ann Tatnall	Woodstown, NJ
428,229,320	W	Deni Selvig	Counce, TN
422,813,220	W	Steve Valentino	Geneva, NY
421,575,220	W	Ryan Peterson	Boynton Beach, FL
417,141,940	M	Mari Knutson	Nampa, ID
416,613,370	M	Ian Walters	Honolulu, HI
411,405,960	W	Wayne Burton	Seattle, WA
408,200,330	M	Christopher Glisson	Cameron Park, CA
407,179,130	M	Dawn Eckerdt	Salinas, CA
404,282,280	M	John Havener	Antwerp, Belgium
401,719,680	M	Maritas Cochran	Kailai, HI
399,794,570	W	Lee Nevers	Barrington, IL

398,120,680	W	David Dixon	Peyton, CO
396,577,290	M	Sam Simon	Pacific Palisades, CA
395,148,420	M	Larry Eckerdt	Salinas, CA
388,773,450	M	David Etling	W. Roxbury, MA
381,762,690	W	Bryan Smith	Nepean, Canada
377,510,420	M	Brian Miller	Torrance, CA
376,376,450	M	Ruth Strohl Palmer	Crosswicks, NJ
373,527,270	W	Kathy Myers	–
372,715,810	M	Steve Nelson	Seattle, WA
371,902,990	M	Nick Leister	Mechanicsville, PA
371,627,570	M	Bret Lauer	–
366,612,390	M	John Tumiel	E. Waterboro, ME
364,893,710	M	Kristen Gislefoss	Oslo, Norway
361,681,350	M	Lori Cortelyou	Raritan, IL
353,779,270	M	Al Meyer	Belmont, CA
334,571,330	M	Michael Tuteur	Sharon, MA
331,241,760	M	Lars Schweidenback	High Bridge, NJ
329,254,950	W	Glen Paul	Melrose Park, IL
327,934,350	M	Leoni Barth	Louvain-La-Neuve, Belgium
325,418,400	M	Shanti Bremer	Tumwater, WA
322,883,830	W	Angie Miller	Newark, OH
320,376,710	M	Emmy Ahlen	Stockholm, Sweden
317,980,620	W	Keith Schreiter	–
309,776,000	M	Kathryn Segreti	Merrimack, NH
308,229,640	M	Miles Belgrade	Stillwater, MN
307,098,350	M	Brian Hines	Salem, OR
298,153,480	M	Joseph Isham	Chelsea, MA
295,471,030	W	Peter Braun	Ludwigsburg, Germany

Pro Pinball: The Web (Empire Interactive, Inc.)

Note: PC CD-ROM players must be using version 1.40 or later, an upgrade to which is available as a patch.

4,942,332,446,230	Brian "TaZBoy" McLean	–
3,957,977,120,250	Erik Mooney	–
1,850,263,796,570	Denis Nizinski	–
1,748,469,236,750	Robert Görsch	–
1,237,634,345,560	Jonas Martinsson	–

Time Shock! (Empire Interactive, Inc.)

10,858,067,610	Keith "Keefer" Johnson	–
7,832,192,030	Jens Goering	–
7,773,640,040	Marcus Demker	–
7,581,395,650	Jonas Martinsson	–
5,355,014,930	David M. Smith	–

IV Home Computer Game Systems

IBM & Macintosh Scores:

Air Traffic Controller

1,530	Mike Langiano	Berthoud, CO

Apeiron (Ambrosia/Mac)

Note: Final Standings of contest sponsored by Ambrosia Software. (See* Part III *at the end of this book.)

32,224,312	Stuart Pollack	Wayne, PA
29,385,862	Brian Verre	Hartland, WI
25,109,748	Colin Barth	Reading, PA
15,279,542	Kevin Klinsky	Rochester, NY
10,608,235	Zak Klobucher	Los Angeles, CA
10,099,571	Gay Leong	Honolulu, HI
10,034,095	Jason Townsend	Austin, TX
8,453,902	Gabriel Lacoursiere	Meucillem, QB, Canada
8,029,596	Brian Petit	Pasadena, CA
7,775,789	Doug Ingram	Lynnwood, WA
6,591,349	Eric Kornblum	Pleasanton, CA
6,387,002	Dean Schove	Rochester, NY
5,973,750	Mika Syrén	Oulu, Finland
5,857,760	Annika Faucounau	Gaithersburg, MD
5,473,664	Satoru Nakamura	Tokyo, Japan

5,378,762	Jack McCrae	Xenia, OH
4,878,195	Susan Mukai	Olympia, WA
4,636,576	Cory Burton	Boulder, CO
4,333,795	Matthew Hicks	Boulder, CO
4,230,820	Melinda Tanaka	San Fransisco, CA
4,229,353	Damian Pascale	Cortlandt Manor, NY
4,178,663	Toyohiro Kuroshima	Kagawa, Japan
3,652,977	Calvin L. Williams	Pittsburgh, PA
3,549,428	Patrick Wilson	University Heights, OH
3,434,882	Jay Parangalan	Vacaville, CA
3,352,962	Miles Hardison	Tallahassee, FL
3,333,426	Alexis Vapillon	Paris, France
3,328,652	Glenn Brooks	Houston, TX
3,321,319	David Low	Hillsdale, MI
3,317,282	Ken Drobnak	Albuquerque, NM
3,306,620	Michael Fenwick	Portland, OR
3,242,614	Charles MacDonald	Saginaw, MI
3,189,580	Alan Houser	Lowell, MA
2,958,590	Sean Hollick	Tallahassee, FL
2,896,858	Scott Mueller	Culver City, CA
2,883,884	DarrenYee	San Francisco, CA
2,820,566	Mike Calloway	Aiken, SC
2,788,674	Jacob Weinstein	McLean, VA
2,774,117	Dave Ritchie	Carbondale, CO
2,728,936	Marc Boom	Brookline, MA
2,698,578	Paul Talarico	St Paul, MN
2,651,547	Matthias Schmidt	Hamburg, Germany
2,633,591	Tom LaChapelle	Woodland Hills, CA
2,633,350	Richard Riccardi	Hamden, CT
2,631,595	Jeanne Good	Austin, TX
2,631,092	John Hancock	Dayton, OH
2,611,182	Susan Munson	Ft Collins, CO
2,491,339	Rich	Citrus Heights, CA

2,416,270	Bill Darnieder	Milwaukee, WI
2,411,580	Michael Kranz	Karlsruhe, Germany

BARRACK (Ambrosia/Mac)

NOTE: Final Standings of contest sponsored by Ambrosia Software. (See* Part III *at the end of this book.)

19,602,345	Susan Mukai	Baton Rouge, LA
18,633,305	Bob Feldman	Warren, NJ
17,859,009	Erin (Greg) Brown	La Center, WA
17,037,585	James Savage	Beavercreek, OH
6,845,230	Alois Embacher	Salzburg-Aigen, Austria
16,133,915	Matthew Steuer	Pokfulam, Honk Kong
14,358,960	Ulrich Kubitscheck	Bremen, Germany
14,348,720	David Cole	Albuquerque, NM
13,612,400	Toyohiro Kuroshima	Kagawa, Japan
13,323,475	Tetsuya Yamasawa	Yamanashi, Japan
13,224,455	Heide Li	Pasedena, CA
12,609,905	Ed Mason	Tucson, AZ
12,231,670	Nozomu Karashima	Tokyo, Japan
11,977,085	Chuck St. Charles	Dunellen, NJ
11,742,170	David Sosa	Orem, UT
11,720,770	Deron Nakamura	E. Quogue, NY
11,522,882	Brandon Wilson	Toledo, OH
10,715,040	Joseph Arsenault	St Paul, MN
10,304,070	Zak Klobucher	Los Angeles, CA
9,343,090	Mike Payne	Menlo Park, CA
9,229,950	Mika Kageyama	Tokyo, Japan
8,540,090	Conrad Chu	Mt View, CA
8,212,110	James Poganski	Woodbury, MN
8,125,115	Jerry Hasselson	Austin, TX
7,874,535	Jamie Bass	Little Neck, NY
7,867,150	Rentaro Hashimoto	York, England

7,711,870	Gerry Lavery	Almonte, Ontario
7,207,915	Adam Byer	Maple Glen, PA
7,142,655	Christine Park	San Diego, CA
6,818,470	Deb Tuchsen	San Antonio, TX
6,735,535	Ian Boswell	Auckland, New Zealand
6,354,575	Melanie Dell'oca	Victoria, BC, Canada
6,234,920	Jose Delfin	Las Vegas, NV
6,079,615	Daniel Weaver	Redwood City, CA
5,971,020	Russ Kendall	Portland, ME
5,826,705	Jens (Maria) Gibbels	Flensburg, Germany
5,780,105	Christine Chang	San Antonio, TX
5,699,540	Sandra Vignes	Sidney, Australia
5,359,385	Steve Hutchison	Houston, TX
5,276,180	Ted Colgate	New York, NY
5,157,630	Neil Weinstock	Morristown, NY
5,057,840	Hung Fai Fong	Princeton, NJ
4,928,780	Fisser	Germany
4,902,770	Michael Power	Peabody, MA
4,569,345	Andrew Soloczynskyj	Victoria, Australia
4,511,980	Bret Nason	Lancaster, WI
4,456,000	Bret Stezoski	Pittsburgh, PA
4,410,570	Scott Haburay	Norwich, CT
4,381,275	Ingo Kasparick,	Chemnitz, Germany

Bubble Trouble (Ambrosia/Mac)

Note: Final Standings of contest sponsored by Ambrosia Software. (See* Part III *at the end of this book.)

6,374,065	Spencer Pratt	Orem, UT
4,240,540	David Ferris	Coweta, OK
4,194,019	Toyohiro Kuroshima	Kagawa, Japan
1,734,855	Brian Cohen	Evanston, IL
1,387,775	On Lee	Taipei, Taiwan

1,383,352	Lee Eun Jee	Seoul, Korea
1,328,696	Heide Li	Pasadena, CA
1,319,366	Yi-Chun Tsai	Taipei, Taiwan
1,257,532	Richard Yap	Acton, Australia
1,256,341	Wade Singleton	Seven Hills, Australia
1,229,459	Akihiro Furuta	Kyoto, Japan
1,202,432	Jake Martin	W. Hollywood, CA
1,188,334	Evan Finn	San Diego, CA
1,185,599	Jayson Matthews	Los Osos, CA
1,119,885	Jeremy Friesner	San Diego, CA
1,107,046	David Deutsch	Lynn, MA
1,056,499	Andrew Hicks	Chapel Hill, NC
1,054,848	Andrew Keene	Queensland, Australia
1,000,657	George Sifnotis	Elk Grove, IL
994,050	Michaela Schlocker	Stanford, CA
968,848	David Huddleston	Cincinatti, OH
959,281	Heather Barkon	St Louis, MO
951,917	Tasia Bernie	Soquel, CA
925,410	Gabriel Myndlis	Buenos Aires, Argentna
919,797	Trey Fossum	Norcross, GA
914,225	Sherman Uitzetter	Pittsburgh, PA
913,316	Keiko Sugimoto	Kanagawa, Japan
901,393	James Babb	Philadelphia, PA
897,287	Dave Koziol	Ann Arbor, MI
894,077	David Franklin	Chicago, IL
871,579	Rebecca Bourn	Annadale, VA
866,024	Stefano Lupparelli	Rome, Italy
865,768	Edwin Cooper	Chicago, IL
864,305	Claude Gomi	Marseille, France
862,036	Joel Bohm	Murwillumbah, Australia
857,484	Blanca Zamorano	Lynwood, CA
845,728	Gary Goon	San Francisco, CA
839,823	Hyunki Moon	Seoul, Korea

835,252	David Klionsky	Rochester, MI
834,802	John Sturman	Casper, WY
832,771	JanDziewulski	Strasbourg, France
817,848	Dennis King	Amherst, NY
814,640	Jason Rogers	Saskatoon, Saskatchewan
799,922	Gerardode Leo	Houston, TX
796,981	John Brenner	St-Lazare, QB, Canada
793,876	Tom & Terri Luhrs	Amherst, NH
788,952	Edward Parker	Whitewater, WI
785,009	George Nincehelser	Austin, TX
777,715	Philip Roy	Palmerston, New Zealand

Champ Kong (Champ Software)

19,700	Sam Hartmann	Newburgh, IN

Descent (Parallax)

314,660	H. Klein Cerling	Newburgh, IN
301,820	Mike Condon	Newburgh, IN

Descent II (Parallax)

1,770,200	Sam Hartmann	Newburgh, IN

Doom (id Software)

Ultra-Violence:

Finished	Jonathan Bill	Lumber Bridge, NC
Finished	Sam Hartmann	Newburgh, IN
Finished	Stephen Knox	Gaithersburg, MD

Nightmare:

Level 4	Stephen Knox	Gaithersburg, MD

Doom: Hell on Earth – Ultra-Violence:

Finished	Jonathan Bill	Lumber Bridge, NC

Final Doom – Ultra-Violence:

Finished	Stephen Knox	Gaithersburg, MD

GUBBLE (Actual Entertainment 1997)

1,500	Joe Cain	Santa Clara, CA

MAELSTROM (Ambrosia/Mac)

NOTE: Final Standings of contest sponsored by Ambrosia Software. (See* Part III *at the end of this book.)

1,417,110	Mick Nolen	Austin, TX
1,339,470	Gary Mines	Pasadena, CA
1,318,000	Rose Khaghany	Kalamazoo, MI
1,234,890	James Feinberg	Chapel Hill, NC
1,184,550	Terry Atwood	Bethesda, MD
1,135,240	Bill Pinto	Rocky River, OH
1,129,750	Robert Igo	Salt Lake City, UT
1,112,520	Doug Cohen	St Paul, MN
1,077,590	John Burke	Ocean Grove, NJ
1,039,910	Joshua Kenin	Pittsburgh, PA
1,030,710	Chen Shih-Chang	Taichung, Taiwan
1,028,930	Rich de Gout	Rancho Cucamonga, CA
1,024,110	Kenrick Mock	Davis, CA
979,020	Ed Chin	Stanford, CA
970,810	Dave Low	Hillsdale, MI
961,860	Narinder Chandi	Glasgow, Scotland
955,930	Mark Sprinkel	E. Lansing, MI
949,310	Jim McQuillan	Saginaw, MI
948,930	Kurt Gutwein	Booklyn, OH

935,280	Ben List	Los Angeles, CA
918,080	Scott Tooker	Davis, CA
897,700	Mike Iuliano	Queens, NY
884,980	Ned Andree	Grand Rapids, MI
872,750	Igor Livshits	Urbana, IL
864,130	Dan Nolen	Austin, TX
848,860	John Ricci	N. Middletown, NY
836,310	Benjamin Trinquet	La Ciotat, France
835,710	Masen Yaffee	Santa Barbara, CA
829,640	Ted Colgate	New York, NY
826,900	Terry Mcvey	Novato, CA
824,010	Peter Hebda	Fall River, MA
823,680	Colin Rose	Sydney, Australia
816,190	David Kohan	Richmond, VA
812,300	Joel Simon	Menlo Park, CA
795,030	Patrick Magruder	Pittsbugh, PA
791,100	Gord Kasper	Burnaby, BC, Canada
782,010	Tom Luhrs	Amherst, NH
781,960	Ralph Culler	Georgetown, TX
747,860	Toshi Takeuchi	Pasadena, CA
747,080	Eric Lundberg	La Jolla, CA
732,870	Jeffery Wragg	Charleston, SC
732,710	Pete Mathison	Minneapolis, MN
718,260	Jim Turlo	Santa Clara, CA
714,520	John Roberts	Palmdale, CA
712,830	Todd Robbins	Brooklyn, NY
708,970	Bart Zandbergen	Irvine, CA
692,720	John Schmitz	Charleston, SC
691,020	Byron Wolfe	Long Beach, CA
683,330	Ernie Schuler	Quakertown, PA
674,650	A. Michael Brown	Keizer, OR
192,350	Icobard Kane	Scotland, UK

MINESWEEPER (Microsoft)

Beginner:

5 seconds	Shane Poulsen	Pincher Creek, AB, Canada

Intermediate:

32 seconds	Shane Poulsen	Pincher Creek, AB, Canada

Expert:

91 seconds	Ben Martin	Auburn, AL
95 seconds	Missy Munrow	Middletown, CT
114 seconds	Shane Poulsen	Pincher Creek, AB, Canada

PGA TOUR '96

61	CJ Goril	Palos Park, IL

SWOOP (Ambrosia/Mac)

NOTE: Final Standings of contest sponsored by Ambrosia Software. (See* Part III *at the end of this book.)

1,555,280	Michael Garrison	Los Altos, CA
1,411,960	Dave Wiley	Cork, Ireland
1,240,120	James Hall	Lisle, IL
1,023,820	Tim Seufert	Ridgecrest, CA
819,720	Paige Winkler	New York, NY
758,000	Alex Metcalf	London, England
713,660	Chuck St Charles	Dunellen, NJ
664,860	Nic Poole	Madison Heights, MI
657,660	Thomas Roeser	Hackensack, MN
559,100	Cheryl Puterbaugh	Cincinnati, OH
555,820	Klaus Schuster	Münster, Germany
554,080	Chris Greene	Santa Cruz, CA

542,960	Jonathan Hall	New Haven, CT
518,740	John Smit	Amsterdam, Netherlands
507,620	Alan Feitelberg	Niskayuna, NY
453,840	Robert Hancock	Berrien Springs, MI
439,780	Peter Bocala	Slingerlands, NY
435,800	David Alligood	Roanoke, VA
435,500	Tracy Miller	Sierra Madre, CA
413,860	Alan Houser	Lowell, MA
403,940	Jose Delfin	Las Vegas, NV
403,120	Jim Tang	Berkeley, CA
398,560	Lee Starlin	Canton, MI
397,740	Bill Rankin	Rapids City, IL
388,100	Timothy Huang	Berkeley, CA
387,060	Richard Stewart	Atlanta, GA
380,760	Brian Petit	Pasadena, CA
366,600	Ben Iseman	Albuquerque, NM
359,100	Erik Lindstrôm	Umeå, Sweden
355,980	Bruce Baldwin	Long Beach, CA
349,680	Lara Sirota	Austin, TX
340,660	Willie Pettway	Anderson, SC
334,920	Jeremy Cohen	London, England
327,360	Barbara Shinn-Cunningham	Littleton, MA
319,000	Eric Weng	Signal Mt, TN
314,840	Peter Polke	Dusseldorf, Germany
312,880	Zak Klobucher	Los Angeles, CA
310,520	Michelle Petit	Pasadena, CA
298,060	Phil Hubbard	Salt Lake City, UT
297,180	Brett Circe	Delray Beach, FL
296,520	L.Tamaroff	Atlanta, GA
289,100	Guy Klaassem	Eindhoven, Holland
287,940	Jon Hodge	Lufkin, TX
277,540	Richard Steed	Los Angeles, CA
273,940	Brian Flaherty	Newark, DE

260,320	Matt Lee	Bloomfield Hill, MI
260,300	Paul White	Cambridge, ON, Canada
253,180	Joe Hendrickson	Spokane, WA
244,400	Mark Laniewski	Sandy, UT
157,540	Karl Clodfelter	Rochester, NY
137,000	Andrew Welc	–

Tempest 2000 (Atari Corp.)

28,750	Sam Hartmann	Newburgh, IN

Zoop

360,000	Helene Filson	New York, NY

Texas Instruments:

Games played on the TI-85, TI-92 and TI-99/A calculators manufactured by TEXAS INSTRUMENTS, INCORPORATED.

ALPINER (TI-99/4A)

19,904	James Carter	Lakeland, FL

INSANE GAME 2.71 (TI-85)

Puzzle Mode:

1,284	Erie Tan (nXt)	Redlands, CA
918	Aaron Blosser	–
906	Gregory C. Sham	–
773	Qi Zhang	Storrs, CT
698	SkyRat	–
645	Matthew Trent	–
504	Francesco Mazzanti	–
441	Chris Heckman	Neshanic Station, NJ
438	Tony Lieualle	Branchburg, NJ

Action Mode:

4,632	Francesco Mazzanti	–
3,795	Erie Tan (nXt)	Redlands, CA
3,498	Gregory C. Sham	–
3,318	SkyRat	–
3,284	Andy Golden	–
1,868	Qi Zhang	Storrs, CT
1,279	Aaron Blosser	–

Jezzball (TI-85)

62,780	Andy Schweikert	Pittsburgh, PA
62,084	Chris Heckman	Neshanic Station, NJ
59,732	Kevin Michael Buck	–
59,318	Christopher Nice	–
59,317	Tony Lieuallen	Branchburg, NJ
52,125	SkyRat	–

M.C. Miks (TI-85)

1,492	Jeffrey Rustrum	Rogue River, OR

Nibbles (TI-85)

3,635	Kevin Michael Buck	Winterville, NC
2,739	Tony Lieuallen	Branchburg, NJ

Parsec (TI-99/4A)

18,200	James Carter	Lakeland, FL

Squarez (TI-85)

6,399	Tony Lieuallen	Branchburg, NJ
4,468	Chris Heckman	Neshanic Station, NJ
2,640	Christopher Nice	–

Super Breakout (TI-85)

10,993	Kevin Michael Buck	Winterville, NC

Tetris 4.5 (TI-85)

7,338	Erie Tan (nXt)	Redlands, CA
3,096	Tony Lieuallen	Branchburg, NJ

ZTetris (TI-85)

41,510	Andy Golden	–
30,750	Bao Huynh	–
20,050	Qi Zhang	Storrs, CT
17,020	Julie Miller	–
17,006	Francesco Mazzanti	–
16,584	Jeffrey Rustrum	Rogue River, OR
15,052	Chris Heckman	Neshanic Station, NJ

Computer Strategy War Games:

For most of the following games, the high score is determined by the best ratio of the player's score to the computer's score. For example, if the player's score is 1,200 and the computer's score is 200, then the ratio is 6:1. This would top a player score of 1,500 against a computer score of 300, which is a 5:1 ratio.

Age of Rifles (SSI Games)

***Rules:** Use the* Age of Rifles *1.3 patch. You must use the Advanced Set of Rules.*

***Scoring:** The high score for an* Age of Rifles *scenario is determined first by the greatest margin of victory, and second by the greatest total.*

Scenario	Side	AI Str	Who	Score	Human Score	AI Margin
2nd Fredericksburg	Confed.	3	KJR	106	6	100
Arica	Chile	3	PL	18	11	7
Champion Hill	Union	3	PL	61	6	55
Churubusco	Amer.	3	PL	18	5	13
Corinth	Confed.	3	PL	178	42	136
Missionary Ridge	Union	3	VD	75	68	7
Mudki	British	3	PL	13	3	10
Nanshan	Japan	3	PL	307	183	124
Nashville	Union	3	VD	243	17	226
New Market	Confed.	3	VD	20	0	20

Sedan	Prussia	3	VD	96	40	56
Seven Pines	Confed.	3	PC	41	39	2
Tutorial	Union	3	KJR	6	1	5

BATTLEGROUND: ARDENNES (Talonsoft Games)

***RULES:** Use the* Battleground: Ardennes *1.33 patch. The computer opponent should be set with Automatic A/I with FOW.*
***SCORING:** The high score for a* Battleground: Ardennes *scenario is determined by the greatest margin of victory. The margin is reported from the point of view of the attacker – so if you play the defender, then the* lowest *score is actually the best score.*

Scenario	Side	Who	Margin
The All-Americans	Allies	JM	158
	Axis	JM	-36
Chateau Neffe	Allies	JM	-146
	Axis	JM	155
Death in the Woods	Allies	VD	799
Engagement at Fischbach	Allies	DTD	41
	Axis	DTD	-39
Impasse at La Gleize	Allies	DTD	172
Mayhem at Marnach	Axis	VD	866
Objective: Cheneux	Allies	DTD	84
On the Brink	Axis	SMS	1,872
Strike from the South	Allies	DTD	55
Tentative Advance	Allies	SM	210
	Axis	DTD	-21

BATTLEGROUND: GETTYSBURG (Talonsoft Games)

***RULES:** Use the* Battleground: Gettysburg *1.31 patch. The computer opponent should be set with Automatic A/I with FOW.*
***SCORING:** The high score for a* Battleground: Gettysburg *scenario is determined by the greatest margin of victory. Scores are reported from the point of view of the Rebels – so if you play the Union, the* lowest *scores are the best scores.*

Scenario	Side	Who	Margin
Battle of Gettysburg (alt AI)	Rebel	WWG	22,960
Culp's Hill, Bloody Hill	Rebel	JDC	1,910
	Union	KLB	-1,150
Decisions, Decisions (alt AI)	Rebel	KLB	6,710
	Union	KLB	-10,330
Double Envelopment (alt AI)	Rebel	TRS	1,350
	Union	KLB	-5,230
Fight or Retreat (alt AI)	Rebel	TRS	2,840
The Final Assault (alt AI)	Rebel	WWG	2,220
	Union	KLB	-2,340
First Contact	Rebel	JDC	820
	Union	TRS	-560
The High-Water Mark	Rebel	TRS	2,850
	Union	KLB	-1,500
Pickett's Charge	Rebel	WWG	1050
	Union	KLB	-580
Out of the Mist (alt AI)	Rebel	KLB	4,710
	Union	KLB	-2,130
Rock and Hard Place (hist AI)	Rebel	WWG	4,070
	Union	WWG	-220
Too Little, Too Late	Rebel	KLB	490
	Union	KLB	-460
The Wheatfield to Round Top	Rebel	JDC	4,040
	Union	KLB	-1,310

Battleground: Shiloh (Talonsoft Games)

Rules: Use the Battleground: Shiloh *1.10 patch. The computer opponent should be set with Automatic A/I with FOW.*
Scoring: The high score for a Battleground: Shiloh *scenario is determined by the greatest margin of victory. Scores are reported from the point of view of the attacker – so if you play the defender, the* lowest *scores are the best scores.*

Scenario	Side	Who	Margin
The Devil's Own Day	Rebel	PCC	10,160
Leaving the Nest (alt AI)	Rebel	PCC	860
The Lyon's Roar	Union	VD	1,940
Prairie Grove	Union	PCC	866
Smashing the Nest	Rebel	KJR	1,360
	Union	KJR	-280
Sherman's First Line	Rebel	PCC	1,970
Wilson's Creek	Union	PCC	1,620
Yankees Resurgent	Union	PCC	-43,10

D-Day: America Invades (Avalon Hill Games)

Rules: For a game to qualify, you must play America Invades *games using the following options: 1 - Limited intelligence, 2 - Fog of war, 3 - Default Variants*
Scoring: The high score for an America Invades *scenario is determined by the best ratio of the player's score to the computer's score. For example, if the player's score is 1,200, and the computer's score is 200, then the ratio is 6:1. This would top a player score of 1,500 against a computer score of 300, which is a 5:1 ratio.*

Scenario	Side	Who	Ratio	Human Score	AI Score
Bradley's Nightmare	Allies	TH	2.72	932	343
	Axis	CL	5.04	1,422	282
SS Counterattack	Allies	BR	29.28	7643	261
	Axis	BR	0.03	267	7,704
Saint-Lo	Allies	PCC	16.81	79,154	4,708
	Axis	CL	7.16	63,102	8,812
Operation Cobra	Allies	PL	2.48	12,490	5,038
	Axis	JF	13.82	15,488	1,121
Utah Beach	Allies	PCC	1.77	150,427	84,898
	Axis	PCC	25.22	200,904	7,966
Omaha Beach	Allies	PCC	11.60	77,983	6725
	Axis	PCC	176.09	153,548	872

Operation Crusader (Avalon Hill Games)

***Rules:** You must use the* Operation Crusader *version 2.35 patch. For a game to qualify, you must play* Operation Crusader *games using the following options: 1 - Limited intelligence, 2 - Fog of war, 3 - Default Variants*
***Scoring:** The high score for an* Operation Crusader *scenario is determined by the best ratio of the player's score to the computer's score. For example, if the player's score is 1,200, and the computer's score is 200, then the ratio is 6:1. This would top a player score of 1,500 against a computer score of 300, which is a 5:1 ratio.*

Scenario	Side	Who	Ratio	Human Score	AI Score
Il Duce's Finest	Allies	JRN	1.72	5,534	3,224
	Axis	PC	29.06	6,801	234

Fortress Tobruk	Allies	VD	2.74	5,295	1,929
	Axis	VD	0.92	3,259	3,561
Halfaya Pass	Allies	KM	2.05	11,571	5,643
	Axis	TCC	1.84	11,195	6,087
To the Rescue	Allies	PC	5.43	16,241	2,989
	Axis	TCC	8.52	18,584	2,180
Tobruk Relieved	Allies	PC	1.66	25,367	15,277
	Axis	TCC	2.03	27,435	13,547
Operation Crusader	Allies	WJW	11.28	143,961	12,766
	Axis	TCC	7.15	134,969	18,872

STALINGRAD (Avalon Hill Games)

RULES: Use the* Stalingrad *2.0 patch (for the PC) or 1.9 patch (for the Mac). For a game to qualify, you must play* Stalingrad *games using the following options: 1 - Limited intelligence, 2 - Fog of war, 3 - Default Variants

Scenario	Side	Who	Ratio	Human Score	AI Score
To the Volga	Allies	PCC	13.64	7,733	567
	Axis	PL	2.11	11,522	5,455
A River Too Far	Allies	PCC	1.66	9,092	5,471
	Axis	PL	2.06	17,433	8,479
Manstein's Solution	Allies	WWG	2.75	19,342	7,046
	Axis	PL	2.51	21,266	8,474
Rattenkrieg	Allies	RKJ	24.97	328,452	13,155
	Axis	PCC	31.66	354,949	11,210
Wintergewitter	Allies	PCC	26.39	100,814	3,820
	Axis	PCC	22.33	96,367	4,316
Quiet Flows the Don	Allies	PL	4.05	16,735	4,136
	Axis	PCC	7.29	10,318	1,416
Operation Uranus	Allies	PCC	29.32	360,233	12,287
	Axis	PCC	73.25	370,329	5,056

STEEL PANTHERS (SSI Games)

RULES: Use the Steel Panthers *version 1.2 patch, since that patch introduced significant changes in the rules of the game. Separate high scores are kept for the easy, average and hard difficulty settings.*

SCORING: The high score for a Steel Panthers *scenario is determined by the best ratio of the player's score to the computer's score. For example, if the player's score is 1,200, and the computer's score is 200, then the ratio is 6:1. This would top a player score of 1,500 against a computer score of 300, which is a 5:1 ratio.*

Scenario	Side	Diff	Who	Ratio	Human Score	AI Score
All that Glitters	British	Hard	TN	10.46	1,025	98
Balkan Sideshow	German	Hard	PC	77.71	1,088	14
Beda Fomm	Italy	Hard	WF	38.41	1,114	29
Bitter Revenge	German	Hard	WWG	13.96	1,159	83
Breaching the Meuse	German	Hard	PC	29.23	760	26
Bridges at Dordrecht	German	Hard	WWG	12.37	779	63
The Capture of Balta	Romania	Hard	WF	4.06	536	132
Cauldron North	British	Hard	TN	4.51	1,079	239
Charge to Glory	German	Avg	VD	40.45	1,173	29
Christmas Greetings	German	Hard	PS	0.15	183	1,236
Closing Back Door	German	Hard	TN	39.96	1,119	28
A Common Virtue	US	Hard	PJR	11.78	1,213	103
Counterattack	German	Hard	PC	9.40	1,015	108
Drive to the Volga	German	Hard	SJS	2.52	944	374
Encounter at Arras	German	Hard	TN	5.38	619	115
The Factory	German	Hard	VD	14.58	1,137	78
Floodtide	German	Hard	GSS	18.26	858	47

Kasserine Pass	German	Hard	PJR	16.62	1,180	71
Korsun Pocket	German	Hard	VD	8.09	1,246	154
Kursk	German	Hard	WWG	29.02	1,364	47
Meeting of the 2's	US	Hard	VD	24.84	1,267	51
Mussolini's Debacle	Italy	Hard	PC	51.38	1,079	21
Nijmegan	German	Hard	PS	0.58	464	805
Omaha Beach	US	Hard	WWG	4.92	895	182
On the Kanto Plains	US	Hard	WWG	27.38	1,369	50
Pegasus Bridge	British	Hard	CM	23.22	1,161	50
Point of the Spear	German	Hard	WWG	3.46	736	216
Primasole Bridge	German	Hard	TN	8.20	1,009	123
Raate Road	Soviet	Hard	PS	0.05	61	1127
Raid at Dieppe	British	Hard	PC	24.93	1,147	46
A River Crossing	German	Hard	WWG	26.40	1,135	43
Road to Messina	US	Hard	VD	19.61	1,118	57
Sidi Rezegh	German	Hard	PS	13.83	1,286	93
Singapore	Japan	Hard	STS	23.86	193	50
Slap in the Face	German	Avg	PC	58.80	1,176	20
Stemming the Red Tide	Hungary	Hard	WWG	2.59	860	332
Stinging the Bear	Finn	Avg	SS	38.77	1,202	31
The Stand	China	Hard	S	0.05	58	11,39
Tigers Revenge	German	Hard	SJS	16.24	1,348	83
Tip of the Spear	British	Hard	VD	3.42	1,185	346
Uraah!	German	Hard	PTC	1.45	763	526
Verdalsora	Japan	Hard	PC	68.73	1,031	15
Wake Island	Japan	Hard	PC	9.31	1,126	121
When Tigers Pounce	German	Hard	WWG	188.7	1,132	6

Steel Panthers 2: Modern Battles (SSI Games)

Rules: Use Steel Panthers 2 *version 1.01. Player preferences should be set at the default level (100%) for all categories. Realism preferences should be set on for all categories except spotters.*

Scoring: The high score for a Steel Panthers 2 *scenario is determined by the best ratio of the player's score to the computer's score. For example, if the player's score is 1,200, and the computer's score is 200, then the ratio is 6:1. This would top a player score of 1,500 against a computer score of 300, which is a 5:1 ratio.*

Scenario	Side	Who	Ratio	Human Score	AI Score
Battle for Goose Green	Britain	VD	2.11	581	276
Chinese Farm	Israel	VD	1.31	1,005	768
Encounter on the Amur	Russia	VD	3.02	815	270
Tanks at Chingju	USA	VD	7.52	1,383	184
Tutorial	USA	KJR	42.73	2,649	62

V Home Game Consoles

• *Atari Home Systems* • *Colecovision* •
• *Commodore Systems* • *Intellivision* •
• *Nintendo Home Systems* • *Sega Systems* •
• *Playstation by Sony* • *Turbo Grafix* • *Vectrex* •

Atari Home Systems:

Atari 400/800/XL:

ARCHON
(Side Played/Pieces Lost)

Victory - Light/0	James Carter	Lakeland, FL

BATTLEZONE

29,000	Stephen Knox	Gaithersburg, MD

BUCK ROGERS

186,095	James Carter	Lakeland, FL

BURIED BUCKS

30,961	Stephen Knox	Gaithersburg, MD.

Centipede

83,821	Stephen Knox	Gaithersburg, MD
57,875	James Carter	Lakeland, FL

Defender

3,325,850	Stephen Knox	Gaithersburg, MD

Deluxe Invaders

7,220	Stephen Knox	Gaithersburg, MD

Donkey Kong

111,900	Stephen Knox	Gaithersburg, MD

Donkey Kong Jr

37,100	James Carter	Lakeland, FL
23,500	Stephen Knox	Gaithersburg, MD

Drelbs

1,352	Stephen Knox	Gaithersburg, MD

Food Fight

43,500	Stephen Knox	Gaithersburg, MD

Frogger

13,050	Stephen Knox	Gaithersburg, MD
12,625	James Carter	Lakeland, FL

Galaxian

9,000	Stephen Knox	Gaithersburg, MD

Gauntlet

90,387	Stephen Knox	Gaithersburg, MD

Gorf

14,530	Stephen Knox	Gaithersburg, MD

Gumball

49,370	Stephen Knox	Gaithersburg, MD

Gyruss

127,100	Stephen Knox	Gaithersburg, MD

Joust

97,450	Stephen Knox	Gaithersburg, MD

Jungle Hunt

19,850	Stephen Knox	Gaithersburg, MD
19,700	James Carter	Lakeland, FL

Kaboom!

4,855	Stephen Knox	Gaithersburg, MD

Kangaroo

7,400	Stephen Knox	Gaithersburg, MD

Locomotion

56,104	Stephen Knox	Gaithersburg, MD

Marauder

35,100	Stephen Knox	Gaithersburg, MD

Missile Command

116,325	Stephen Knox	Gaithersburg, MD
107,345	James Carter	Lakeland, FL

Moon Patrol

7,950	Stephen Knox	Gaithersburg, MD

Mouskattack

21,100	Stephen Knox	Gaithersburg, MD

Mr Cool

25,574	Stephen Knox	Gaithersburg, MD

Mr M

9,595	Stephen Knox	Gaithersburg, MD

Ms Pac-Man

67,410	Stephen Knox	Gaithersburg, MD
37,560	James Carter	Lakeland, FL

Necromancer

70,825	Stephen Knox	Gaithersburg, MD

O'Riley's Mine

266,000	Stephen Knox	Gaithersburg, MD

Pac-Man

127,270	Graham Thornton	Peoria, IL
19,850	Stephen Knox	Gaithersburg, MD

Pengo

64,190	Stephen Knox	Gaithersburg, MD

Pinhead

15,610	Stephen Knox	Gaithersburg, MD

Pole Position

61,650	Stephen Knox	Gaithersburg, MD
58,950	James Carter	Lakeland, FL

Pooyan

164,700	Stephen Knox	Gaithersburg, MD

Popeye

27,300	Stephen Knox	Gaithersburg, MD

Q*Bert

15,300	Stephen Knox	Gaithersburg, MD

Qix

58,210	Stephen Knox	Gaithersburg, MD

Snake Byte

890	Stephen Knox	Gaithersburg, MD

Snokie

6,880	Stephen Knox	Gaithersburg, MD

Super Cobra

4,950	Stephen Knox	Gaithersburg, MD

Tutankham

23,260	Stephen Knox	Gaithersburg, MD

Wavy Navy

4,930	Stephen Knox	Gaithersburg, MD

Wizard of Wor

46,800	Stephen Knox	Gaithersburg, MD

Atari 2600:

Adventure (Atari)

Game 1:

0:35	Stephen Knox	Gaithersburg, MD
0:50	Kevin M. Hebert	Agawam, MA

Game 3:

0:54	James Carter	Lakeland, FL
1:15	Stephen Knox	Gaithersburg, MD

Adventures of Tron (Mattel)

60,800	Jason	Buena Vista Univ (10/1/95)
55,800	David Dutrow	Baltimore, MD
47,800	Nathan Page	England
21,000	Jeff Martin	San Diego, CA
19,400	Lafe Travis	Calgary, AB, Canada

Air Lock (Data Age)

Escaped Sub	Kevin M. Hebert	Agawam, MA
Escaped Sub	Lafe Travis	Calgary, AB, Canada

Air Raiders (Mattel)

57 Hits	Mark Rupprecht	Bremerton, WA
47 Hits	Mike Rupprecht	Bremerton, WA

Alien (20th Century Fox)

211,753	Greg Troutman	Larkspur, CA
18,804	Lafe Travis	Calgary, AB, Canada

Amidar (Parker Brothers)

11,313	Lafe Travis	Calgary, AB, Canada
3,688	Joe Knasin	Warwick, RI

Asteroids (Atari)

1,253,610	Bryan Miller	Milwaukwee, WI
1,252,374	Matt Drinkwine	Denver, CO
600,000	Nathan Page	England
128,070	Jack Alberts	(9/19/96)
116,490	Matt Hakeman	Buena Vista Univ (3/21/96)
36,680	A. Keith Krueger	

Astroblast (Mattel)

200,400	Andrew M. Ross	King Of Prussia, PA
46,375	Lafe Travis	Calgary, AB, Canada
14,560	Bryan Miller	Milwaukee, WI

Atari Video Cube (Atari)

Game 12:

1:42.8	Dan Mowczan	Warren, MI
Atlantis (Imagic)		
1,034,401	Tom Swingle	Millfield, OH
587,303	J. Hasenbuhler	New Orleans, LA
500,000	Lafe Travis	Calgary, AB, Canada

Bachelorette Party (Mystique)

1,115	James Carter	Lakeland, FL

Bank Heist

23,995	Michael Ryan	Davenport, IA

Barnstorming (Activision)

30:01	Jason	Buena Vista Univ (9/26/95)
32:89	Shane Shaffer	Taneytown, MD
33:02	Joe Knasin	Warwick, RI
33:15	Mike Rupprecht	Bremerton, WA
33:27	David Orlikowski	Austin, TX
34:36	Kevin M. Hebert	Agawam, MA

Basketball

46-42	Nate	Buena Vista Univ (9/29/95)

Battlezone (Atari)

384,000	David Marli	(8/2/96)
81,000	Nathan Page	England
65,000	Michael Garber	Santa Clara, CA
59,000	Shane Shaffer	Taneytown, MD

Beamrider (Activision)

21,714	Jeff Wulf	Pierce, NE
11,894	Nathan Page	England
9,804	Glenn Bussell	Australia

Beany Bopper (20th Century Fox)

33,400	James Carter	Lakeland, FL
29,230	Lafe Travis	Calgary, AB, Canada
15,280	Greg Troutman	Larkspur, CA

Beat 'Em & Eat 'Em (Mystique)

454	James Carter	Lakeland, FL
374	Pete Rocha	Freehold, NJ
261	Dave Canton	Freehold, NJ
123	Brian Gilman	Los Angeles, CA

Berzerk (Atari)

102,520	Miles Wales	Newark Valley, NY
74,210	Joe Knasin	Warwick, RI
56,650	Stephen Knox	Gaithersburg, MD
49,910	Carlos Marrero	Vega Alta, PR
18,880	Lance Schaecher	Buena Vista Univ (1/22/96)
2,250	A. Keith Krueger	–

Blackjack (Atari)

462	Kevin M. Hebert	Agawam, MA
434	Sam Hartmann	Newburgh, IN

Blueprint (CBS)

7,250	Nathan Page	England
3,200	Shane Shaffer	Taneytown, MD
1,000	Lafe Travis	Calgary, AB, Canada

BMX Airmaster (TNT)

73,726	Scott Butler	Minneapolis, MN
54,520	Mercury Hess	Tucson, AZ

Bobby is Going Home

19,090	Glenn Bussell	Australia

Booster Shot World (Sega)

4,567	Roger Silber	Fairfield, IA

Bowling (Atari)

300	Jim Zawada	Munster, IN
257	Joe Knasin	Warwick, RI
227	Kevin M. Hebert	Agawam, MA
226	Bryan Miller	Milwaukee, WI

Boxing (Activision)

1:36 left	Kevin M. Hebert	Agawam, MA
1:07 left	Pete Rocha	Freehold, NJ
1:05 left	Nathan Page	England

Brain Games (Atari)

Touch Me:

19	Bryan Miller	Milwaukee, WI
16	Pete Rocha	Freehold, NJ

Count Me:

31	Bryan Miller	Milwaukee, WI
29	Pete Rocha	Freehold, NJ

Breakout (Atari)

864	James Carter	Lakeland, FL
864	Mike Rupprecht	Bremerton, WA
858	Sam Hartmann	Newburgh, IN
856	Nathan Page	England
842	Bryan Miller	Milwaukee, WI

Buck Rogers (Sega)

487,161	Mike Nail	Portland, OR
413,666	Greg Troutman	Larkspur, CA
267,275	Lafe Travis	Calgary, AB, Canada

Bugs (Data Age)

187	James Carter	Lakeland, FL
157	Mark Rupprecht	Bremerton, WA,
109	Greg Troutman	Larkspur, CA
24	Bryan Miller	Milwaukee, WI

Bump N Jump (Mattel)

271,952	Pete Rocha	Freehold, NJ
162,504	Greg Troutman	Larkspur, CA
102,608	Nathan Page	England

Burgertime (Mattel)

22,950	Michael Maas	Moscow, ID
19,300	Greg Troutman	Larkspur, CA
17,000	Lafe Travis	Calgary, AB, Canada
16,450	Bryan Miller	Milwaukwee, WI

California Games (Epyx)

BMX:

64,420	Stephen Salmon	New Haven, CT
35,170	Greg Troutman	Larkspur, CA

Footbag:

83,640	Stephen Salmon	New Haven, CT
82,120	Greg Troutman	Larkspur, CA

Half Pipe:

27,900	Matt	Buena Vista Univ (10/31/95)
22,390	Mark Rupprecht	Bremerton, WA
20,440	Greg Troutman	Larkspur, CA

Skating:

27,230	Stephen Salmon	New Haven, CT

Surfing:

12,400	Stephen Salmon	New Haven, CT
5,880	Greg Troutman	Larkspur, CA

Hackey Sack:

99,000	Ruffin	(10/31/95)

Carnival (Coleco)

94,620	Pete Rocha	Freehold, NJ
65,990	Jeff Martin	San Diego, CA

Casino (Atari)

4,200	Bryan Miller	Milwaukee, WI
4,000	Kevin M. Hebert	Agawam, MA

Centipede (Atari)

152,966	Matthew Brown	Southampton, UK
127,015	Mike Rupprecht	Bremerton, WA
97,096	Bryan Miller	Milwaukee, WI
89,853	Carlos Marrero	Vega Alta, PR
14,224	Dan Boscaljon	Buena Vista Univ (1/11/96)

Challenge (Funvision)

11,250	Greg Troutman	Larkspur, CA

China Syndrome (Spectravideo)

523	Nathan Page	England

Chopper Command (Activision)

999,999	Galen Komatsu	Hawaii
16,500	Michael Ryan	Davenport, IA
11,400	Bryan Miller	Milwaukee, WI

Chuck Norris Superkicks (Xonox)

183,600	Todd Smith	San Diego, CA
121,000	Michael Garber	Santa Clara, CA

Circus Atari (Atari)

34,838	Michael Garber	Santa Clara, CA
23,781	James Ancsanyi	Long Island, NY
23,355	Guy Albertelli, II	Mogadore, OH

Coconuts (Telesys)

3,075	Nate	Buena Vista Univ (10/1/95)
1,580	Lafe Travis	Calgary, AB, Canada
1,370	Greg Troutman	Larkspur, CA
1,295	Shane Shaffer	Taneytown, MD

Codebreaker

Least Possible Attempts:

1.9	Bryan Miller	Milwaukee, WI

Coke Wins! (Atari)

12,580	Michael Garber	Santa Clara, CA

Commando (Activision)

81,900	Greg Troutman	Larkspur, CA
68,000	Lafe Travis	Calgary, AB, Canada
59,600	Glenn Bussell	Australia

Commando Raid (US Games)

76,220	Greg Easterly	Athens, GA
55,365	Nate	Buena Vista Univ (1/10/96)
14,550	Michael Bricker	Batavia, OH

Congo Bongo (Sega)

38,700	Mike Rupprecht	Bremerton, WA

Cosmic Ark (Imagic)

15,260	Kevin M. Hebert	Agawam, MA
14,900	Galen Komatsu	Hawaii
14,300	JF Lavall	Quebec, Canada
13,280	Bryan Miller	Milwaukee, WI

Cosmic Creeps (Telesys)

19,100	James Carter	Lakeland, FL
18,900	Greg Troutman	Larkspur, CA
7,500	Kevin M. Hebert	Agawam, MA

Crackpots (Activision)

117,350	Joe Knasin	Warwick, RI

69,130	Dan Mowczan	Warren, MI
68,860	Greg Troutman	Larkspur, CA

Crash Dive (20th Century Fox)

21,237	Greg Troutman	Larkspur, CA

Crazy Climber (Atari)

186,200	Michael Garber	Santa Clara, CA

Crossbow (Atari)

468,950	Tom Swingle	Millfield, OH
60,050	Nathan Page	England

Crossforce

1,350	Glenn Bussell	Australia

Crystal Castles (Atari)

362,286	Brian Gilman	Los Angeles, CA
111,892	Lafe Travis	Calgary, AB, Canada
56,286	Bryan Miller	Milwaukee, WI
43,086	Kevin M. Hebert	Agawam, MA
2,600	A. Keith Krueger	

Custer's Revenge (Mystique)

1,977	Ben Strobel	Akron, OH
402	Scott Crawford	Matawan, NJ
309	Charlie Barclay	Manalapan, NJ
223	Greg Troutman	Larkspur, CA

Dancing Plates

16,550	Carlos Marrero	Vega Alta, PR

Dark Cavern (Mattel)

260,000	Tom Swingle	Millfield, OH
220,000	Lafe Travis	Calgary, AB, Canada
26,000	Kevin M. Hebert	Agawam, MA

Dark Chambers (Atari)

26,620	Greg Troutman	Larkspur, CA

David's Midnight Magic

615,940	Nate	Buena Vista Univ (10/18/95)

Deadly Duck (20th Century Fox)

16,590	Greg Troutman	Larkspur, CA
3,370	Shane Shaffer	Taneytown, MD

Decathlon

9,610	Joe Knasin	Warwick, RI

Defender (Atari)

578,700	Darrin Maas	Dickinson, ND
167,550	Bryan Miller	Milwaukee, WI
159,150	Lafe Travis	Calgary, AB, Canada
6,000	A. Keith Krueger	–

Demolition Herby (Telesys)

2,001	James Carter	Lakeland, FL
1,920	Pete Rocha	Freehold, NJ

Demon Attack (Imagic)

239,480	Patrick Wickwire	Bushnell, FL
128,185	Galen Komatsu	Hawaii
100,310	Tom Swingle	Millfield, OH
71,215	Michael Ryan	Davenport, IA
6,160	A. Keith Krueger	–

Demons to Diamonds (Atari)

7,794	James Carter	Lakeland, FL
7,179	Glenn Bussell	Australia
5,575	Greg Troutman	Larkspur, CA
4,818	Bryan Miller	Milwaukwee, WI
4,493	Nate	Buena Vista Univ (1/9/96)

Desert Falcon (Atari)

136,162	Lafe Travis	Calgary, AB, Canada

Dig Dug (Atari)

372,230	Ryan Osborn	Indiana
178,840	Jack Alberts	(9/21/96)
136,690	Bryan Miller	Milwaukee, WI
130,890	Matt Hakeman	Buena Vista Univ (3/18/96)
121,250	Pete Rocha	Freehold, NJ
114,100	J. Hasenbuhler	New Orleans, LA

Dodge 'Em (Atari)

1,080	Jim Zawada	Munster, IN
1,080	Stephen Knox	–
340	Joe Knasin	Warwick, RI

Dolphin (Activision)

124,020	Greg Troutman	Larkspur, CA
110,110	JF Lavall	Quebec, Canada
73,840	Lafe Travis	Calgary, AB, Canada

Donkey Kong (Coleco)

157,200	Patrick Wickwire	Bushnell, FL
96,000	Bryan Miller	Milwaukwee, WI
91,000	Lafe Travis	Calgary, AB, Canada
71,100	Pete Rocha	Freehold, NJ
5,700	A. Keith Krueger	

Donkey Kong Jr (Coleco)

128,200	Carlos Marrero	Vega Alta, PR
84,600	Bryan Miller	Milwaukee, WI
72,800	Galen Komatsu	Hawaii

Dragonfire (Imagic)

67,900	Jim Zawada	Munster, IN
13,160	Michael Ryan	Davenport, IA
10,660	Barry Yost	Mobile, AL
9,280	Mark Rupprecht	Bremerton, WA

Dragster (Activision)

5.81	Shane Shaffer	Taneytown, MD

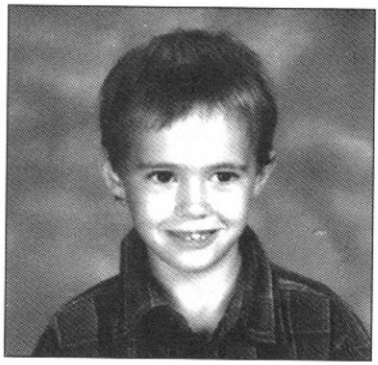
5.87	Tom Swingle	Millfield, OH
5:91	Mike Rupprecht	Bremerton, WA
5.97	Glen Greenly	2/28/96

EGGOMANIA (US Games)

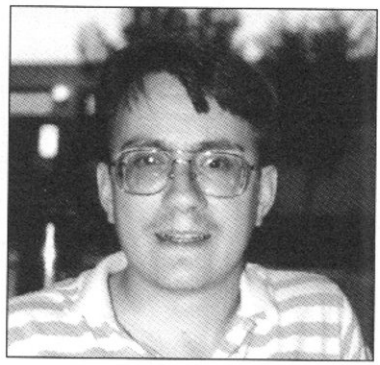
22,264	Mike Rupprecht	Bremerton, WA
13,404	Lance Lovett	Cleburne, TX
10,488	Kevin M. Hebert	Agawam, MA
7,794	Lafe Travis	Calgary, AB, Canada

ENCOUNTER AT L-5 (Data Age)

2,693	Greg Troutman	Larkspur, CA
2,176	Glenn Bussell	Australia



Left: Eight-year-old **Steven Harris** is proof that the video game era has reached its second generation. Steven is in this book five times while his father **Steve Harris** (Lombard, IL) has fifteen scores listed – some dating back as far as 1982.



Right: **Lafe Travis** holds more video game records than any other human being on the face of the earth. As medicine improves and human longevity is lengthened, someone will eventually have enough time to actually count all the records Lafe holds in this book.

Enduro (Activision)

11,330.0	Todd Smith	San Diego, CA
9,279.0	Mike Nail	Portland, OR
7,601.0	Lafe Travis	Calgary, AB, Canada
3,002.9	David Jones	Denton, TX

Entombed (Telesys)

27	James Carter	Lakeland, FL
26	James Carter	Lakeland, FL
23	Greg Troutman	Larkspur, CA

E.T. (Atari)

122,848	Kevin M. Hebert	Agawam, MA
39,007	Bryan Miller	Milwaukwee, WI
35,974	Carlos Marrero	Vega Alta, PR

Fantastic Voyage (20th Century Fox)

170,940	Greg Troutman	Larkspur, CA
140,923	Lafe Travis	Calgary, AB, Canada

Fast Eddie (20th Century Fox)

21,180	Pete Rocha	Freehold, NJ
20,910	Greg Troutman	Larkspur, CA
20,300	Mike Nail	Portland, OR

Fast Food (Telesys)

6,145	Greg Troutman	Larkspur, CA
5,954	David Orlikowski	Austin, TX
1,495	Kevin M. Hebert	Agawam, MA

Fathom (Imagic)

116	Greg Troutman	Larkspur, CA

Fireball (Starpath)

Firetrap:

5,077	Galen Komatsu	Hawaii

Knock-a-Block:

8,720	Galen Komatsu	Hawaii

Cascade:

17,166	Galen Komatsu	Hawaii

Fire Fighter (Imagic)

0:07	Shane Shaffer	Taneytown, MD
0:08	Greg Troutman	Larkspur, CA
0:20	Kevin M. Hebert	Agawam, MA

Flag Capture

7 Flags	Bryan Miller	Milwaukee, WI

Flash Gordon (20th Century Fox)

117,060	Mike Nail	Portland, OR
95,280	Greg Troutman	Larkspur, CA
5,475	Lafe Travis	Calgary, AB, Canada

Frankenstein's Monster

1. 520	Lafe Travis	Calgary, AB, Canada

Freeway (Activision)

33	Mike Rupprecht	Bremerton, WA
32	David Dutrow	Baltimore, MD
32	Matt Matthews	Raleigh, NC
32	Glenn Bussell	Australia
32	David Orlikowski	Austin, TX

Frogger (Parker Brothers)

4,025	Matt Matthews	Raleigh, NC
4,000	Matt Hakeman	(10/31/95)
3,715	Sam Hartmann	Newburgh, IN
3,669	Joe Knasin	Warwick, RI
3,411	Mike Rupprecht	Bremerton, WA
3,023	Nate	Asheville, NC
235	A. Keith Krueger	–

Frogger (Starpath)

31,070	Dan Mowczan	Warren, MI

Frogger II (Parker Brothers)

2,359	Mark Rupprecht	Bremerton, WA
1,566	Lafe Travis	Calgary, AB, Canada

Frogs & Flies (M Network)

82-20	James Carter	Lakeland, FL
80-14	Glenn Bussell	Australia
64-20	Pete Rocha	Freehold, NJ

Frontline (Coleco)

8,700	Pete Rocha	Freehold, NJ

6,900	Mark Rupprecht	Bremerton, WA
6,300	Greg Troutman	Larkspur, CA
4,800	Tom Crungale	–

Frostbite (Activision)

314,630	JF Lavall	Quebec, Canada
298,130	Ku Klux Flinstone	Canada
208,530	Natalie Purawec	Sault St Marie, Canada
193,980	Jeff Quinn	Springfield, MA

Galaxian (Atari)

32,050	Mike Nail	Portland, OR
26,520	JF Lavall	Quebec, Canada
24,370	Andrew Schrock	Winchester, MA
23,270	J. Hasenbuhler	New Orleans, LA
23,200	Bryan Miller	Milwaukwee, WI

Gangster Alley (Spectravision)

8,500	Greg Troutman	Larkspur, CA

Ghost Manor (Xonox)

172,098	Lafe Travis	Calgary, AB, Canada

GI Joe: Cobra Strike (Parker Brothers)

26,780	James Carter	Lakeland, FL
11,970	Greg Troutman	Larkspur, CA
11,700	Nathan Page	England

Glacier Patrol (Telegames)

5,310	Greg Troutman	Larkspur, CA

Golf (Atari)

35	David Jones	Denton, TX
43	Bryan Miller	Milwaukee, WI
46	Pete Rocha	Freehold, NJ

Gopher (US Games)

36,280	Curtis Hepworth	Ogden, UT
21,040	Greg Troutman	Larkspur, CA
2,720	Shane Shaffer	Taneytown, MD

Gorf (CBS)

13,700	Gary Shepherdson	England
8,100	James Carter	Lakeland, FL
4,700	Scott Mallery	Maryland
4,600	Greg Troutman	Larkspur, CA

Grand Prix (Activision)

Track 1:

29:74	Stephen Salmon	New Haven, CT
30:94	Nate	Asheville, NC
40:30	Bryan Miller	Milwaukee, WI

Gravitar (Atari)

21,550	James Carter	Lakeland, FL
14,850	Scott Butler	Minneapolis, MN
14,750	James Carter	Lakeland, FL
14,650	Bobby Tribble	Berkeley, CA

Gyruss (Parker Brothers)

277,700	Greg Troutman	Larkspur, CA

239,000	Nate	Asheville, NC
108,100	Lafe Travis	Calgary, AB, Canada

HALLOWEEN (Wizard)

14,175	Lafe Travis	Calgary, AB, Canada

H.E.R.O. (Activision)

162,335	Ian Ference	Southport, NY
146,840	Lafe Travis	Calgary, AB, Canada
127,215	Mike Rupprecht	Bremerton, WA
82,180	Glenn Bussell	Australia

HOLEY MOLEY (Atari, prototype)

4,370	Joe Huber	Westborough, MA

HUMAN CANNONBALL (Atari)

7-0	Kevin M. Hebert	Agawam, MA
7-0	James Carter	Lakeland, FL
7-0	Michael Bricker	Batavia, OH

ICE HOCKEY (Activision)

Game 3:
(Place Based on Goal Differential)

30-1	Nate	Buena Vista Univ (10/13/95)
35-4	Alan Hostettler	–
31-2	David Dutrow	Baltimore, MD
32-6	Chris Moffa	Blackwood, NJ
22-5	Pete Rocha	Freehold, NJ

Indy 500 (Atari)

14 laps	Alan Hostetler	Columbiana, OH
14 laps	James Carter	Lakeland, FL
14 laps	Mike Rupprecht	Bremerton, WA
13 laps	Brian Gilman	Los Angeles, CA
12 laps	Bryan Miller	Milwaukee, WI

Infiltrate (Apollo)

38,075	James Carter	Lakeland, FL
33,950	David Dutrow	Baltimore, MD
23,975	Greg Troutman	Larkspur, CA
20,200	Adam B. Gurno	Morris, MN

Joust (Atari)

456,300	Tom Swingle	Millfield, OH
139,550	Bryan Miller	Milwaukee, WI
127,800	Bob Fincutter	Chicago, IL
114,750	Carlos Marrero	Vega Alta, PR

Journey Escape

$172,700	Adam Matlock	Buena Vista Univ (1/28/96)

Jr Pac-Man (Atari)

252,010	Dustin Hubbard	USA
41,780	Luc Pyke Sint	Niklaas, Belgium
38,080	Carlos Marrero	Vega Alta, PR
19,050	Bryan Miller	Milwaukee, WI
538	Nate	Buena Vista Univ (1/23/97)

Jungle Hunt (Atari)

50,340	Bryan Miller	Milwaukwee, WI
36,970	Lafe Travis	Calgary, AB, Canada
17,050	Jason	Buena Vista Univ (1/26/96)

Kaboom! (Atari)

37,826	Andrew Brown	Champaign, IL
30,764	Barry Yost	Mobile, AL (7/5/96)
22,892	Andrew Brown	Champaign, IL
17,674	Galen Komatsu	Hawaii
2,840	Adam Matlock	Buena Vista Univ (12/15/95)

Kangaroo (Atari)

79,400	Carlos Marrero	Vega Alta, PR
17,300	Bryan Miller	Milwaukee, WI
15,200	Lafe Travis	Calgary, AB, Canada
7,300	Stephen Knox	Gaithersburg, MD

Keystone Kapers (Atari)

52,600	Lafe Travis	Calgary, AB, Canada
23,350	Pete Rocha	Freehold, NJ

Klax (Atari)

89,090	Nathan Page	England

Knight on the Town

2,538	Scott Crawford	Matawan, NJ

Kool-Aid Man (Mattel)

63,700	Joseph Knasin	(5/26/96)
42,700	Mark Rupprecht	Bremerton, WA
36,700	Matt Hakeman	Buena Vista Univ (3/22/96)
35,700	Greg Troutman	Larkspur, CA

Krull (Atari)

27,100	James Carter	Lakeland, FL
23,900	Greg Troutman	Larkspur, CA
3,990	Lafe Travis	Calgary, AB, Canada

Kung Fu Master (Activision)

106,540	Tony Case	Seattle, WA
46,980	Kevin M. Hebert	Agawam, MA

Laser Blast (Activision)

1,000,000	Mike Perry	Rockford, IL
135,180	Jeff Martin	San Diego, CA
105,840	Michael Bricker	Batavia, OH
101,340	Joe Knasin	Warwick, RI
40,950	Barry Yost	Mobile, AL

Laser Gates (Imagic)

43,414	Greg Troutman	Larkspur, CA

Lock N Chase (Mattel)

62,810	Darrin Maas	Dickinson, ND
32,080	Shane Shaffer	Taneytown, MD
19,410	Greg Troutman	Larkspur, CA

Lost Luggage (Apollo)

10,198	Mark Rupprecht	Bremerton, WA
5,217	James Carter	Lakeland, FL
2,118	Greg Troutman	Larkspur, CA
2,055	Lafe Travis	Calgary, AB, Canada

M.A.D. (US Games)

11,700	Jacob Huebert	North Lima, OH
9,400	Greg Troutman	Larkspur, CA
7,600	Mike Rupprecht	Bremerton, WA
6,900	Kevin M. Hebert	Agawam, MA

Marine Wars (Konami)

2,420	Adam B. Gurno	Morris, MN

Mario Bros. (Atari)

1,005,600	Kevin M. Hebert	Agawam, MA
512,100	Ku Klux Flintstone	Canada
304,300	Jim Zawada	Munster, IN
65,200	Adam Matlock	Buena Vista Univ (1/12/96)

M*A*S*H (20th Century Fox)

999	David Orlikowski	Austin, TX
999	Shane Shaffer	Taneytown, MD
999	James Carter	Lakeland, FL
999	Stan Salvador	Brandon, FL
919	Lafe Travis	Calgary, AB, Canada

Master Builder (Spectravideo)

1,170	Dan Mowczan	Warren, MI

Masters of the Universe (Mattel)

5,200	Lafe Travis	Calgary, AB, Canada

Mega Force (20th Century Fox)

23,673	Greg Troutman	Larkspur, CA
18,011	Kevin M. Hebert	Agawam, MA

Megamania (Activision)

999,999	Natalie Purawec	Sault St Marie, Canada
326,160	Dan Mowczan	Warren, MI
234,870	Mike Rupprecht	Bremerton, WA
219,690	Joe Knasin	Warwick, RI

Midnight Magic (Atari)

840,440	Nathan Page	England
459,265	Jeff Martin	San Diego, CA
128,300	Pete Rocha	Freehold, NJ

Millipede (Atari)

293,821	Geoff Voigt	Ridgecrest, CA
164,132	Mike Etler	Howell, NJ
146,177	Greg Troutman	Larkspur, CA

Miniature Golf (Atari/Sears)

Arcade Golf:

37	Greg Troutman	Larkspur, CA
38	David Dutrow	Baltimore, MD

49	Kevin M. Hebert	Agawam, MA

Missile Command (Atari)

1,579,110	Greg Troutman	Larkspur, CA
117,845	Glenn Bussell	Australia
89,180	Joe Knasin	Warwick, RI
76,605	Joseph Knasin	(5/27/96)
56,480	Bryan Cord	Wilmington, DE
56,050	Chris Taylor	Warren, MI
48,140	Bryan Miller	Milwaukwee, WI
43,590	Lafe Travis	Calgary, AB, Canada
37,495	Nate	Buena Vista Univ (12/15/95)
33,715	A. Keith Krueger	

Montezuma's Revenge

79,900	Nate	Buena Vista (10/5/95)

Moon Patrol (Atari)

52,540	Carlos Marrero	Vega Alta, PR

Moonsweeper (Imagic)

6,560	Greg Troutman	Larkspur, CA
4,630	Lafe Travis	Calgary, AB, Canada

Motorodeo

0:58	Dan Mowczan	Warren, MI

Mr Do! (Coleco)

31,100	Lafe Travis	Calgary, AB, Canada

26,350	Greg Troutman	Larkspur, CA

Mr Postman (Bit)

12,140	Pete Rocha	Freehold, NJ

Ms Pac-Man (Atari)

146,380	Natalie Purawec	Sault St Marie, Canada
104,180	Mike Rupprecht	Bremerton, WA
102,080	Tom Chang	(3/14/96)
84,130	Jim Zawada	Munster, IN
71,130	Carlos Marrero	Vega Alta, PR

Name This Game (US Games)

15,140	Greg Troutman	Larkspur, CA
13,700	Pete Rocha	Freehold, NJ
3.11,030	Galen Komatsu	

Nexar (Spectravideo)

459,050	Greg Troutman	Larkspur, CA

Night Driver (Atari)

74	James Carter	Lakeland, FL
74	Sam Hartmann	Newburgh, IN
73	Bryan Miller	Milwaukee, WI
72	Mike Rupprecht	Bremerton, WA
70	Nathan Page	England
56	Michael Ryan	Davenport, IA
54	Jason	Buena Vista Univ (10/2/95)

No Escape! (Imagic)

18,960	James Carter	Lakeland, FL
4,065	David Dutrow	Baltimore, MD
3,438	Nathan Page	England

Oink! (Activision)

45,148	Joe Knasin	Warwick, RI
38,980	Avery Moore	Wellford, SC
33,236	Jacob Huebert	N. Lima, OH

Othello (Atari)

23-0	Guy Albertelli, II	Mogadore, OH
61-3	Adam B. Gurno	Morris, MN
40-24	Kevin M. Hebert	Agawam, MA

Outlaw (Atari)

10 for 17	Shane Shaffer	Taneytown, MD
10 for 18	Joe Knasin	Warwick, RI
10 for 19	Kevin M. Hebert	Agawam, MA
10 for 19	Curt Kozielec	Bound Brook, NJ

Pac Man (Atari)

14,486	Carlos Marrero	Vega Alta, PR
8,631	Kevin M. Hebert	Agawam, MA
5,268	Michael Ryan	Davenport, IA
3,050	Sam Hartmann	Newburgh, IN
1,672	A. Keith Krueger	–

Pengo

284,570	David Marli	(8/5/96)

Phoenix (Atari)

105,210	Scott Butler	Minneapolis, MN
102,730	Derek Tompkins	Buena Vista Univ (4/29/96)
102,090	Nate	Asheville, NC
91,240	Bryan Miller	Milwaukee, WI
82,150	Carlos Marrero	Vega Alta, PR
12,190	A. Keith Krueger	–

Picnic

8,450	James Carter	Lakeland, FL
1,410	Michael Bricker	Batavia, OH

Pigs in Space (Atari)

27,546	Carlos Marrero	Vega Alta, PR
14,080	Lafe Travis	Calgary, AB, Canada

Pitfall! (Activision)

104,146	Natalie Purawec	Sault Ste Marie, Canada
94,949	Michael Ryan	Davenport, IA
90,348	Nathan Page	England
87,735	Lafe Travis	Calgary, AB, Canada
85,705	Eric M. Scott	Buena Vista Univ (3/22/96)

Pitfall II (Activision)

199,900	Beni D'Amore	Boston, MA
198,400	Barry Yost	Mobile, AL
192,423	Lafe Travis	Calgary, AB, Canada

Plaque Attack (Activision)

63,195	Dan Mowczan	Warren, MI
43,225	Pete Rocha	Freehold, NJ
25,395	Lafe Travis	Calgary, AB, Canada

Planet Patrol (Spectravideo)

13,870	Mark Rupprecht	Bremerton, WA
10,120	Mike Nail	Portland, OR
8,640	James Carter	Lakeland, FL
7,670	Greg Troutman	Larkspur, CA
6,470	Pete Rocha	Freehold, NJ

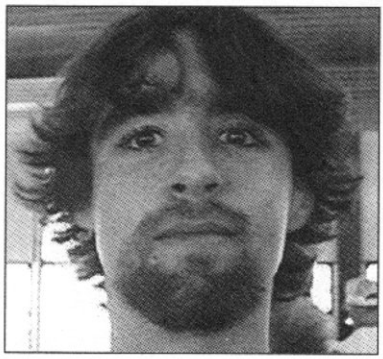
Pole Position (Atari)

60,910	Ryan Osborn	–
59,910	Greg Troutman	Larkspur, CA
46,680	Stephen Knox	–
46,800	Joe Knasin	Warwick, RI

Pooyan (Konami)

950	Lafe Travis	Calgary, AB, Canada

Walton Colby Gibson of Birmingham, AL, won the First Annual ***Pong Championship*** held during the ***Electronicon Convention*** at the Philadelphia Airport Hilton on June 29, 1997.



Popeye (Parker Brothers)

45,650	James Carter	Lakeland, FL
32,050	Greg Troutman	Larkspur, CA
13,400	Lafe Travis	Calgary, AB, Canada

Porky's (20th Century Fox)

7,402	David Dutrow	Baltimore, MD

Pressure Cooker (Activision)

190,180	Matt Matthews	Raleigh, NC
137,700	Ku Klux Flintstone	Canada

Private Eye (Activision)

99,256	Greg Troutman	Larkspur, CA

Q*Bert (Atari)

179,450	Dean Busack	Shadyside, OH
107,700	Nathan Page	England
99,925	Allison Butler	Minneapolis, MN

Quest for Quintana Roo (Sunrise)

30,000	Adam B. Gurno	Morris, MN

Quick Step (Imagic)

2,400	Lafe Travis	Calgary, AB, Canada
1,715	James Carter	Lakeland, FL
1,659	Kevin M. Hebert	Agawam, MA
RADAR		
3,020	Greg Troutman	Larkspur, CA

Raiders of the Lost Ark (Atari)

19	Lafe Travis	Calgary, AB, Canada

Raft Rider (US Games)

6,858	Greg Troutman	Larkspur, CA

Rampage (Activision)

39,700	Jacob Huebert	North Lima, OH
30,900	Matt Matthews	Raleigh, NC
22,150	Glenn Bussell	Australia
20,350	Lafe Travis	Calgary, AB, Canada

Reactor (Parker Brothers)

71,313	Lafe Travis	Calgary, AB, Canada
36,074	Glenn Bussell	Australia
19,476	Greg Troutman	Larkspur, CA

Riddle of the Sphinx (Imagic)

21,023	Lafe Travis	Calgary, AB, Canada
8,915	Michael Ryan	Davenport, IA
5,684	Nate	Buena Vista Univ (9/29/95)

River Raid (Activision)

106,040	Glenn Bussell	Australia
105,570	Nate	Asheville, NC
95,960	Mike Rupprecht	Bremerton, WA
62,370	Derek Tompkins	Buena Vista Univ (3/11/96)
46,640	Michael Bricker	Batavia, OH

River Raid II (Activision)

56,050	Mark Rupprecht	Bremerton, WA
14,950	Greg Troutman	Larkspur, CA

Road Runner (Atari)

95,200	Glenn Bussell	Australia
94,700	Greg Troutman	Larkspur, CA
69,100	Greg Easterly	Athens, GA

Robin Hood (Xonox)

58,000	Lafe Travis	Calgary, AB, Canada

Robot Tank (Activision)

69 tanks	Darrin Maas	Dickinson, ND
66 tanks	Mark Darmofal	Pittsburgh, PA
61 tanks	Matt Matthews	Raleigh, NC
57 tanks	Lafe Travis	Calgary, AB, Canada
57 tanks	Michael Ryan	Davenport, IA

Roc N Rope (Coleco)

22,210	Lafe Travis	Calgary, AB, Canada

Save Mary (Atari, prototype)

15,540	Michael Garber	Santa Clara, CA

Sea Hawk (Froggo)

45,700	Greg Troutman	Larkspur, CA

SEAQUEST (Activision)

315,690	Joe Knasin	Warwick, RI
206,050	Michael Ryan	Davenport, IA
188,790	Mark Rupprecht	Bremerton, WA
163,850	James Carter	Lakeland, FL
143,250	Greg Easterly	Athens, GA

SHARK ATTACK (Apollo)

68	Greg Troutman	Larkspur, CA

SHOOTIN' GALLERY (Imagic)

120,900	Galen Komatsu	Hawaii

SKIING (Activision)

32:80	Shane Shaffer	Taneytown, MD
32:80	Stephen Knox	Gaithersburg, MD
32:82	Mike Rupprecht	Bremerton, WA
32:85	Glenn Bussell	Australia
32:85	Greg Troutman	Larkspur, CA

SINISTAR (Atari)

108,985	David Kim	DeKalb, IL

SIR LANCELOT (Xonox)

104,200	Lafe Travis	Calgary, AB, Canada

SKY DIVER (Atari)

99	David Orlikowski	Austin, TX
95	Lance Lovett	Cleburne, TX
93	Greg Troutman	Larkspur, CA

Sky Jinks (Activision)

34:73	Mark Rupprecht	Bremerton, WA
34:79	Mike Rupprecht	Bremerton, WA
34:94	Shane Shaffer	Taneytown, MD
35:06	Joe Knasin	Warwick, RI
35:76	Greg Troutman	Larkspur, CA

Sky Skipper (Parker Brothers)

10,620	Lafe Travis	Calgary, AB, Canada
7,750	Greg Troutman	Larkspur, CA

Smurfs Rescue (Coleco)

29,000	Greg Troutman	Larkspur, CA
28,900	Glenn Bussell	Australia
27,800	Lafe Travis	Calgary, AB, Canada

Snoopy & the Red Baron (Atari)

101,250	Michael Garber	Santa Clara, CA
100,670	Nathan Page	England
14,770	John Babich	Tucson, AZ

Solar Fox (CBS)

641,100	Kevin Oster	–
474,200	Lafe Travis	Calgary, AB, Canada

Solaris (Atari)

54,630	Greg Troutman	Larkspur, CA
51,600	Bryan Miller	Milwaukee, WI
38,140	Mike Nail	Portland, OR

Space Cavern (Apollo)

90,565	Shane Shaffer	Taneytown, MD
65,820	Greg Troutman	Larkspur, CA
72,290	Jason	Buena Vista Univ (10/6/95)
53,595	Michael Garber	Santa Clara, CA

Spacechase (Apollo)

9,875	Michael Bricker	Batavia, OH
9,220	Greg Troutman	Larkspur, CA

Space Invaders (Atari)

165,200	Bill Heineman	
36,845	Chad M. Mohr	Buena Vista Univ (4/5/96)
30,390	Gary Shepherdson	England
13,955	Darrin Maas	Dickinson, ND
13,485	Sam Hartmann	Newburgh, IN
12,955	Glenn Bussell	Australia
11,515	Joe Knasin	Warwick, RI
1,200	A. Keith Krueger	–

Space Jockey (Vidtec)

300,000	Shane Shaffer	Taneytown, MD
40,975	Bryan Miller	Milwaukwee, WI
30,840	Kevin M. Hebert	Agawam, MA
13,305	A. Keith Krueger	–

Spacemaster X

59,850	Greg Troutman	Larkspur, CA

Spiderman (Parker Brothers)

3,330	Ruffin Bailey	Raleigh, NC
1,450	Lafe Travis	Calgary, AB, Canada

Spider Fighter (Activision)

213,510	Avery Moore	Wellford, SC
151,050	Glenn Bussell	Australia
116,270	Bryan Miller	Milwaukee, WI
91,200	Greg Troutman	Larkspur, CA

Spike's Peak (Xonox)

457,550	Lafe Travis	Calgary, AB, Canada

Spitfire Attack (Milton Bradley)

39,490	Shane Shaffer	Taneytown, MD
30,160	Kevin M. Hebert	Agawam, MA

Squeeze Box (US Games)

8,790	Joe Knasin	Warwick, RI
8,110	Glenn Bussell	Australia
7,460	James Carter	Lakeland, FL

Sssnake (Data Age)

23	Lafe Travis	Calgary, AB, Canada

Stampede (Activision)

5,535	Joe Knasin	Warwick, RI
5,453	Darrin Maas	Dickinson, ND
5,206	Mike Rupprecht	Bremerton, WA

4,771	James Ancsanyi	Long Island, NY
4,656	Lafe Travis	Calgary, AB, Canada

STARGATE (Atari)

64,300	Kevin M. Hebert	Agawam, MA

STAR SHIP

Game 4:

57	Lafe Travis	Calgary, AB, Canada

Game 11:

28	Lafe Travis	Calgary, AB, Canada

Game 14:

24	Lafe Travis	Calgary, AB, Canada

STAR TREK (Sega)

737,400	Tom Swingle	Millfield, OH

STAR WARS: THE ARCADE GAME (Parker Brothers)

60,804	Todd Smith	San Diego, CA
24,414	Galen Komatsu	Hawaii

STAR WARS: DEATH STAR BATTLE (Parker Brothers)

52,069	Todd Smith	San Diego, CA
48,344	Tony Case	Seattle, WA
37,800	Mark Rupprecht	Bremerton, WA
23,215	David Dutrow	Baltimore, MD

Star Wars: The Empire Strikes Back (Parker Brothers)

13,035	Glenn Bussell	Australia
5,266	James Carter	Lakeland, FL
4,901	David Dutrow	Baltimore, MD
4,768	Shane Shaffer	Taneytown, MD

Star Wars: S.O. Simulator

56,800	Joe Knasin	Warwick, RI

Steeplechase (Sears)

1:15	Lafe Travis	Calgary, AB, Canada

Submarine Commander

1,285	Justin N.	4/27/96
1,270	Jason	Buena Vista Univ (1/26/96)

Subterranea (Imagic)

13,166	Dan Mowczan	Warren, MI
8,113	Galen Komatsu	Hawaii

Suicide Mission (Starpath)

72,030	Galen Komatsu	Hawaii

Summer Games (Epyx)

Hurdles:

22.2	Mark Rupprecht	Bremerton, WA

Rowing:

29.0	Greg Troutman	Larkspur, CA

Skeet Shoot:

25/25	James Carter	Lakeland, FL
21/25	Greg Troutman	Larkspur, CA

Super Breakout (Atari)

1,996	Mike Rupprecht	Bremerton, WA
1,836	Sam Hartmann	Newburgh, IN
1,744	James Carter	Lakeland, FL
1,221	David Orlikowski	Austin, TX
1,126	Kevin M. Hebert	Agawam, MA
977	Bryan Miller	Milwaukee, WI

Super Breakout
Game 7:

2, 922	Nate	Buena Vista Univ (10/2/95)

Superman (Atari)

1:42	Tim Clancy	Nashua, NH
6:10	Bryan Miller	Milwaukee, WI

Super Cobra (Parker Brothers)

33,140	Lafe Travis	Calgary, AB, Canada

Surfer's Paradise

915	Glenn Bussell	Australia

Tac Scan (Sega)

207,000	Greg Troutman	Larkspur, CA
110,100	Lafe Travis	Calgary, AB, Canada

Tapeworm (Spectravision)

1,345	Lafe Travis	Calgary, AB, Canada
805	Curt Kozielec	Bound Brook, NJ
770	Greg Troutman	Larkspur, CA

Tapper (Sega)

33,375	Greg Troutman	Larkspur, CA
31,425	Pete Rocha	Freehold, NJ
16,550	Lafe Travis	Calgary, AB, Canada

Taz (Atari)

154,000	Brian Gilman	Los Angeles, CA
89,000	Greg Troutman	Larkspur, CA
72,000	Nathan Page	England

Tennis (Activision)

6-0	Kevin M. Hebert	Agawam, MA

Texas Chainsaw Massacre (Wizard)

14,000	Greg Troutman	Larkspur, CA
12,000	Lafe Travis	Calgary, AB, Canada

Threshold (Tigervision)

6,340	Greg Troutman	Larkspur, CA

Thunderground (Sega)

91,340	James Carter	Lakeland, FL
72,300	Greg Troutman	Larkspur, CA
52,690	Lafe Travis	Calgary, AB, Canada

Time Pilot (Coleco)

8,400	Lafe Travis	Calgary, AB, Canada

Time Warp (Taiwan Pirated Edition)

6,321	Greg Troutman	Larkspur, CA

Towering Inferno (US Games)

1,029	Lafe Travis	Calgary, AB, Canada

Track & Field (Atari)

84,370	Shane Shaffer	Taneytown, MD
63,450	Mercury Hess	Tucson, AZ

Tron Deadly Discs (Mattel)

54,330	Scott Butler	Minneapolis, MN
48,125	Mike Nail	Portland, OR
38,405	Matt Hakeman	Buena Vista Univ (3/22/96)
36,345	Lafe Travis	Calgary, AB, Canada
6,675	JF Lavall	Quebec, Canada

Tunnel Runner (CBS)

3,761	Greg Troutman	Larkspur, CA
3,593	Mike Nail	Portland, OR

TURMOIL (20th Century Fox)

124,450	Jay Tilton	Richmond, VA
72,560	Mike St Clair	Cincinnati, OH
71,820	Greg Troutman	Larkspur, CA
61,880	Shane Shaffer	Taneytown, MD

TUTANKHAM (Parker Brothers)

1,132	Mark Rupprecht	Bremerton, WA
942	Mike Rupprecht	Bremerton, WA
658	Bryan Miller	Milwaukwee, WI
638	Lafe Travis	Calgary, AB, Canada

VANGUARD (Atari)

239,800	Todd Smith	San Diego, CA
91,310	Jack Alberts	(9/21/96)
74,600	Lafe Travis	Calgary, AB, Canada
24,650	Michael Bricker	Batavia, OH
11,330	Bryan Miller	Milwaukee, WI

VENTURE (Coleco)

15,800	Stephen Knox	Gaithersburg, MD
9,300	Bryan Miller	Milwaukwee, WI
8,600	Pete Rocha	Freehold, NJ
8,100	Lafe Travis	Calgary, AB, Canada

VIDEO OLYMPICS: PONG

Diff: "A"

21-0	Sam Hartmann	Newburgh, IN

Video Pinball (Atari)

16,190,803	Patrick Wickwire	Bushnell, FL
5,204,675	Pete Rocha	Freehold, NJ
3,112,546	Dean Busack	Shadyside, OH
2,889,647	Joe K Nasin	Warwick, RI
2,868,439	Jack Alberts	(9/21/96)

Wabbit (Apollo)

890	Shane Shaffer	Taneytown, MD
855	Greg Troutman	Larkspur, CA
610	Pete Rocha	Freehold, NJ

Warlords (Atari)

5-0	Kevin M. Hebert	Agawam, MA
5-0	Sam Hartmann	Newburgh, IN
5-0	Michael Bricker	Batavia, OH

Wizard of Wor (CBS)

63,100	Scott Mallery	Mt. Savage, MD
31,100	Pete Rocha	Freehold, N
17,300	Brian Gilman	Los Angeles, CA
17,200	David Dutrow	Baltimore, MD

Word Zapper (Vidtec)

zapper	Kevin M. Hebert	Agawam, MA

Worm War I (20th Century Fox)

71,065	Greg Troutman	Larkspur, CA
30,520	Glenn Bussell	Australia

Yar's Revenge (Atari)

2,052,500	Paul Allen Panks	Phoenix, AZ
1,200,000	Galen Komatsu	Hawaii
279,534	Joseph A. Greenlee	New Iberia, LA (7/23/85)
231,247	Adam Matlock	Buena Vista Univ (1/26/96)
63,392	Bryan Miller	Milwaukee, WI

Zaxxon (Coleco)

32,500	James Carter	Lakeland, FL
20,200	Greg Troutman	Larkspur, CA
19,500	Lafe Travis	Calgary, AB, Canada
10,700	Michael Bricker	Batavia, OH

Atari 5200:

Astrochase

5,886	Greg Troutman	Larkspur, CA

Buck Rogers

136,882	Greg Troutman	Larkspur, CA
130,983	James Carter	Lakeland, FL

Centipede

30,038	Brian Land	Los Gatos, CA
23,303	Bobby Tribble	Berkeley, CA
18,613	Greg Troutman	Larkspur, CA

Choplifter *(Killed/Rescue)*

14/50	James Carter	Lakeland, FL

Frogger II

9,600	Keita Iida	Westchester, NY

Gyruss

210,000	James Carter	Lakeland, FL
51,600	Greg Troutman	Larkspur, CA

Joust

665,650	James Carter	Lakeland, FL
307,750	Pete Rocha	Freehold, NJ

71,900	Greg Troutman	Larkspur, CA

Jungle Hunt

4,900	James Carter	Lakeland, FL

Kangaroo (Atari)

49,600	Keita Iida	Westchester, NY

Keystone Kapers

50,800	James Carter	Lakeland, FL

Mario Bros.

93,750	James Carter	Lakeland, FL
47,360	Greg Troutman	Larkspur, CA

Millipede

196,812	Keita Iida	Westchester, NY

Montezuma's Revenge

43,950	Shane Shaffer	Taneytown, MD
29,100	Greg Troutman	Larkspur, CA

Moon Patrol

20,250	James Carter	Lakeland, FL
8,800	Greg Troutman	Larkspur, CA

Pac-Man

85,950	James Ancsanyi	Long Island
42,980	Bobby Tribble	Berkeley, CA

Pengo

50,480	James Carter	Lakeland, FL
19,740	Greg Troutman	Larkspur, CA

Pole Position

55,800	Greg Troutman	Larkspur, CA

Qix

227,212	Brian Land	Los Gatos, CA
148,422	Greg Troutman	Larkspur, CA
38,823	Pete Rocha	Freehold, NJ

River Raid

38,630	Greg Troutman	Larkspur, CA
18,680	James Carter	Lakeland, FL

Robotron 2084

57,375	Greg Troutman	Larkspur, CA

Zone Ranger

7,809	Greg Troutman	Larkspur, CA

Atari 7800:

Asteroids

42,140	Scott Butler	Minneapolis, MN
33,860	James Carter	Lakeland, FL
15,120	Galen Komatsu	Hawaii

Crossbow

1,000,000	James Carter	Lakeland, FL

Ballblazer

10-0	Kevin M. Hebert	Agawam, MA

Centipede

93,997	Curtis Hepworth	Ogden, UT
87,872	Pam Coker	Scottsdale, AZ
40,034	Curt Kozielec	Bound Brook, NJ

Choplifter *(Killed/Rescued)*

4/40	James Carter	Lakeland, FL

Crack'd

26,300	James Carter	Lakeland, FL
16,500	Cyborg	St Paul, MN

Crossbow

1,342,500	Bobby Tribble	Berkeley, CA

Dig Dug

98,500	Curtis Hepworth	Ogden, UT
93,670	Shane Shaffer	Taneytown, MD

Double Dragon

110,420	Shane Shaffer	Taneytown, MD

Food Fight

6,195,800	J. Hasenbuhler	New Orleans, LA
3,190,200	Kevin M. Hebert	Agawam, MA
2,059,200	Curtis Hepworth	Ogden, UT
264,700	Todd Smith	San Diego, CA

Galaga

1,258,730	John Babich	Tucson, AZ
1,002,300	Shane Shaffer	Taneytown, MD
452,480	Greg Troutman	Larkspur, CA

Hat Trick

23-1	Pete Rocha	Freehold, NJ

Ikari Warriors

1,145,400	Shane Shaffer	Taneytown, MD

Jinks

6,270	Bobby Tribble	Berkeley, CA

Joust

291,000	John Babich	Tucson, AZ

269,900	Shane Shaffer	Taneytown, MD
239,800	Scott Mallery	Mt Savage, MD
173,900	Bobby Tribble	Berkeley, CA

Mario Bros.

185,670	Curtis Hepworth	Ogden, UT

Robotron

32,078,500	Ben Strobel	Akron, OH

Meltdown

275,329	James Carter	Lakeland, FL

Ms Pac-Man

48,570	Bobby Tribble	Berkeley, CA

Pole Position II

74,550	Shane Shaffer	Taneytown, MD
74,550	Scott Butler	Minneapolis, MN
74,350	Greg Troutman	Larkspur, CA

Rampage

159,950	Shane Shaffer	Taneytown, MD

Robotron 2084

2,570,950	Scott Butler	Minneapolis, MN
848,450	Shane Shaffer	Taneytown, MD
810,875	Curtis Hepworth	Ogden, UT

Summer Games

713.25	Scott Butler	Minneapolis, MN

Winter Games

Ski Jump:

234.1	Scott Butler	Minneapolis, MN
229.5	Todd Smith	San Diego, CA

Xevious

209,520	Scott Butler	Minneapolis, MN
133,460	Shane Shaffer	Taneytown, MD

Atari Lynx:

California Games (Epyx)

BMX:

648	Todd Smith	San Diego, CA
720	Damian Gick	S. Bend, IN

Footbag:

56,684	Todd Smith	San Diego, CA
9,815	Damian Gick	S. Bend, IN

Halfpipe:

28,116	Damian Gick	S. Bend, IN
27,966	Todd Smith	San Diego, CA

Surfing:

11,140	Frank Gemignani	–
10,155	Todd Smith	San Diego, CA
5,655	Damian Gick	S. Bend, IN

Double Dragon

60,650	James Carter	Lakeland, FL

Klax (Tengen)

160,030	James Carter	Lakeland, FL

Pinball Jams (Police Force)

6,840,000	Damian Gick	S. Bend, IN

Qix

81,110	James Carter	Lakeland, FL

Robotron

290,500	Damian Gick	S. Bend, IN

Todd's Adventure in Slime World

4,321,300	James Carter	Lakeland, FL

Atari Jaguar:

Alien vs. Predator

The Alien:

12,290,000	Dave Homenuck, Sr	Ridgeville, ON, Canada
10,051,700	Dave Homenuck	Ridgeville, ON, Canada
5,642,248	Skyler Farris	–

The Predator:

16,256,300	Paul Hicks	–
15,367,560	Jakub Holuj	–

The Space Marine

13,343,567,930	Justin Morland	–
1,175,850	Paul Hicks	USA
920,000	Dave Homenuck	Ridgeville, ON, Canada

Battlemorph

4,028,756	Laura Skorina	–
3,815,592	Jeremy Haines	New Haven, CT
3,605,636	Stephen Klein	–

Blue Lightning

1,364,150	Wes Powell	–
1,015,904	Dave Homenuck	Ridgeville, ON, Canada
992,226	Andrew Stefanski	Evansville, IN

Breakout 2000

17,562	Patrick Holstine	–
12,333	Greg Troutman	Larkspur, CA

Bubsy

199,733	Wes Powell	–
78,223	Skyler Farris	–
41,359	Dave Homenuck	Ridgeville, ON, Canada

Checkered Flag

Time	Track	Player	Location
0:26.3	Arctic Run	Chris Bryant	–
0:24.1	Concrete Canyn	Nat!	Germany
0:25.7	Deep Wood	Chris Bryant	–
0:30.0	Desert Pass	Jeremy Haines	New Haven, CT
0:27.0	Green Valley	Rouven Gehm	–
0:24.4	Island Hop	Andrew Stefanski	Evansville, IN
0:22.7	River Mouth	Jeremy Haines	New Haven, CT
0:21.6	Sunset Strip	Rouven Gehm	–
0:21.3	The Gorge	Rouven Gehm	–
0:18.8	The Hole	Wes Powell	–

Tournament Times:

73:37.2	Andrew Stefanski	Evansville, IN
74:38.8	Chris Bryant	–
77:36.1	Ethan Larson	–

Club Drive

Jerome's Pad:

Powerball - Fast Speed (5 balls):

0:11.4	Dave Homenuck	Ridgeville, ON, Canada
0:24.0	Jon Opperman	–
0:42.0	Andrew Stefanski	Evansville, IN

Race - Fast Speed (1 lap):

0:19.7	Andrew Stefanski	Evansville, IN
0:19.7	Greg Troutman	Larkspur, CA
0:46.6	Stephen Knox	Gaithersburg, MD

Old West:

Powerball - Fast Speed (5 balls):

0:16.0	Lars Norman	Sweden
0:18.7	Dave Homenuck	Ridgeville, ON, Canada
0:34.8	Jonathan Opperman	–

Race - Fast Speed (1 lap):

0:49.3	Kevin Opperman	Canada
1:00.0	Michael Blankenhorn	–
1:02.6	Dave Homenuck	Ridgeville, ON, Canada

Planet Todd:

Powerball - Fast Speed (5 balls):

0:13.8	Lars Norman	Sweden
0:20.5	Dave Homenuck	Ridgeville, ON, Canada
0:22.0	Andrew Stefanski	Evansville, IN

Race - Fast Speed (1 lap):

0:08.7	Kevin Opperman	Canada
0:08.9	Dave Homenuck	Ridgeville, ON, Canada
0:09.6	Andrew Stefanski	Evansville, IN

San Francisco:
Powerball - Fast Speed (5 balls):

0:11.4	Dave Homenuck	Ridgeville, ON, Canada
0:52.0	Andrew Stefanksi	Evansville, IN
1:12.4	Jonathan Opperman	–

Race - Fast Speed (1 lap):

1:53.5	Kevin Opperman	Canada
2:04.9	Andrew Stefanski	Evansville, IN
2:08.1	Greg Troutman	–

Velocity Park:
Powerball - Fast Speed (5 balls):

0:18.1	Jon Opperman	–
0:25.7	Dave Homenuck	Ridgeville, ON, Canada
0:43.0	Andrew Stefanski	Evansville, IN

Race - Fast Speed (1 lap):

0:46.0	Winston Crutchfield	–
0:48.2	Andrew Stefanski	Evansville, IN
0:56.4	Dave Homenuck	Ridgeville, ON, Canada

CYBERMORPH

1,335,050	Wes Powell	–
1,320,000	Almo!	Wyoming

807,450	Jeremy Haines	New Haven, CT

Defender 2000

2000 Mode:

4,395,156	Wes Powell	–
3,693,466	Dennis Jameson	Michigan, USA
3,288,532	Andrew Stefanski	Evansville, IN
2,091,147	Brian Becker	York, PA
1,545,447	Stephen Knox	Gaithersburg, MD
247,050	Stephen Knox	Gaithersburg, MD
208,950	Brian Becker	York, PA

Classic Mode:

739,400	Dennis Jameson	Michigan, USA
611,750	Wes Powell	–
594,050	Andrew Stefanski	Evansville, IN

Plus Mode:

588,738	Dennis Jameson	Michigan, USA
483,812	Andrew Stefanski	Evansville, IN
382,980	Wes Powell	–

Dino Dudes

238,610	Wes Powell	–
110,520	Rouven Gehm	Germany
108,570	Jeremy Haines	New Haven, CT

Doom

Nightmare:

Level 9	Stephen Knox	Gaithersburg, MD

Dragon

429,560	Dave Homeunck	Ridgeville, ON, Canada
397,750	Rouven Gehm	Germany
393,070	Adam Moyer	Ontario, Canada

Hover Strike

397,000	David Phillips	–
273,825	Jeremy Haines	New Haven, CT
219,425	Stephen Knox	Gaithersburg, MD
3,900	Rouven Gehm	Germany

Hover Strike CD

254,000	Jason Hill	–
227,000	David Phillips	–
225,000	Hank Vitan	–

Iron Soldier

Note: Hard difficulty level, no cheats – mission must be completed.

2:50	Dave Homenuck	Ridgeville, ON, Canada

Missile Command 3D

74,800	Todd Smith	San Diego, CA
69.850	Patrick Holstine	–
58,800	Dennis Jameson	USA
39,990	Brian Becker	York, PA
35,590	Jeremy Haines	New Haven, CT

3D:

267,725	Wes Powell	–

104,700	Brian Becker	York, PA
72,150	Chris Bryant	–
47,225	Jeremy Haines	New Haven, CT

Virtual:

253,980	Wes Powell	–
202,980	Brian Becker	York, PA
182,350	Chris Bryant	–
92,040	Jeremy Haines	New Haven, CT

Pinball Fantasies

Diff: hard; Options: 5 balls

Note: The 10 billion point bug is not allowed.

Billion Dollar Game Show:

10,061,104,250	Brian Becker	York, PA
102,182,190	Trena Crocker	–
97,939,920	Andrew Stefanski	Evansville, IN
85,610,560	Almo!	Wyoming

Partyland:

10,077,498,770	Stephen Knox	Gaithersburg, MD
95,874,390	Ethan Larson	Iowa City, IA
77,498,770	Stephen Knox	–
51,981,600	Andrew Stefanski	Evansville, IN

Speed Devils:

62,287,230	Almo!	Wyoming
26,789,570	Ellie de Goeij	Netherlands
26,752,010	Andrew Stefanski	Evansville, IN

Stones N Bones:

10,215,022,690	Brian Becker	York, PA
207,839,630	Ethan Larson	Iowa City, IA
206,956,540	Andrew Stefanski	Evansville, IN
89,410,050	Tom de Goeij	Netherlands

Power Drive Rally

149,000	Todd Smith	San Diego, CA
146,500	Dave Homenuck	Ontario, Canada
144,250	Brian Becker	York, PA
144,250	Adam Ryan	Enola, PA
74,670	Josh Vogt	Canada

Primal Rage Arcade

113,207	Stephen Knox	Gaithersburg, MD

Primal Rage

One Player:

1,968,207	Cynthia Redmond	–
897,459	Andrew Stefanski	Evansville, IN

Two Player:

171,301	Andrew Stefanski	Evansville, IN
94,173	Steven Pecic	–

Raiden

3,672,090	Wes Powell	–
3,517,060	Maria Moore	Evansville, IN
3,440,890	Almo!	Wyoming

Ruiner Pinball

Diff: hard; Start: 5 balls

Ruiner:

774,967,010	Wes Powell	–
255,918,160	John Schugard	–
84,429,430	Ted Antaya	Meriden, CT

Tower:

1,308,226,870	John Schugard	–
973,551,275	Wes Powell	–
96,270,150	Sterphanie Simon	Meriden, CT

Super Burn Out

Note: Best track times with no turbo code.

America:

0:29.39	Wes Powell	–
0:36.94	Phan Hong Linh	–
0:37.97	Dave Homenuck, Sr	Ridgeville, ON, Canada

Austrailia:

0:27.31	Wes Powell	–
0:31.58	Phan Hong Linh	–
0:32.80	Dave Homenuck Sr.	Ridgeville, ON, Canada

Brazil:

0:24.68	Wes Powell	–
0:27.29	Phan Hong Linh	–
0:31.08	Dave Homenuck	Ridgeville, ON, Canada

Canada:

0:26.41	Wes Powell	–
0:29.32	Phan Hong Linh	–
0:33.74	Dave Homenuck	–

France:

0:39.20	Wes Powell	–
0:46.54	Phan Hong Linh	–
0:48.49	Dave Homenuck	Ridgeville, ON, Canada

Germany:

0;28.86	Wes Powell	–
0:29.91	Patrick Holstine	–
0:32.14	Phan Hong Linh	–

Hungary:

0:34.74	Wes Powell	–
0:39.85	Phan Hong Linh	–
0:43.55	Dave Homenuck Sr.	Ridgeville, ON, Canada

Japan:

0:33.94	Wes Powell	–
0:36.42	David Killeffer	–
0:39.83	Phan Hong Linh	–

Tempest 2000

5,116,818	Tomas Berndtsson	Sweden
3,972,804	Andrew Stefanski	Evansville, IN
3,597,154	Almo!	Wyoming
944,655	James Carter	Lakeland, FL

335,430	Stephen Knox	Gaithersburg, MD
199,985	Scott Mallery	Mt Savage, MD

Trevor McFer

558,660	Ted Antaya	Meriden, CT

Val D'isere Skiing & Snowboarding

Challenge 1 - Downhill Track 1:

0:52.14	Jordan Johnson	–
0:52.64	Dave Homenuck	–

Challenge 1 - Downhill Track 2:

0:48.34	Dave Homenuck	Ridgeville, ON, Canada
0:51.08	John Schguard	–

Challenge 1 - Downhill Track 3:

0:49.78	John Schguard	–

Challenge 2 - Downhill Track 2:

1:03.46	John Schguard	–

Vid Grid

168,150	Andrew Stefanski	Evansville, IN
131,395	Jeremy Haines	New Haven, CT

Wolfenstein 3-D

Note: There is a completion time for each mission. Set on maximum death level. Higher percentages of enemies and secrets get first priority. Scores are written out as: "Time (Enemy %/ Secret %)".

Episode 1:

3:48 (100/100)	Andrew Stefanski	–

Episode 2:

3:49 (74/20)	Andrew Stefanski	–

Episode 3:

7:15 (82/100)	Andrew Stefanski	–
1:30 (23/0)	Dave Homenuck	–

World Tour Racing

Egypt Track:

118.0	Stephen Knox	Gaithersburg, MD

Hungary Track:

113.3	Stephen Knox	Gaithersburg, MD

USA Track:

107.8	Stephen Knox	Gaithersburg, MD

Zool 2

1,854,364	Skyler Farris	–
245,480	Wes Powell	–
104,740	Marielle van den Broek	The Netherlands

Zoop

Continual Play:

399,300	Alan Reynard	–
310,300	Wendy Sparks	Ontario, Canada

Level Play:

1,461,800	Alan Reynard	–
183,000	Marielle van den Broek	The Netherlands

Colecovision:

2010

63,600	James Carter	Lakeland, FL
59,650	Lafe Travis	Calgary, AB, Canada

Skill 2:

63,600	James Carter	Lakeland, FL

Antarctic Adventure

51,860	James Carter	Lakeland, FL
47,140	Greg Troutman	Larkspur, CA
44,580	Curtis Hepworth	Ogden, UT

B.C.'s Quest

17,235	Lafe Travis	Calgary, AB, Canada

Beamrider

52,596	James Carter	Lakeland, FL
29,398	Greg Troutman	Larkspur, CA
10,262	Curtis Hepworth	Ogden, UT

Buck Rogers

51,337	Curtis Hepworth	Ogden, UT
43,192	James Carter	Lakeland, FL

Burgertime

154,600	Dave Witzel	Durham, NC

126,800	Curtis Hepworth	Ogden, UT
82,150	Lafe Travis	Calgary, AB, Canada
72,600	Pete Rocha	Freehold, NJ

Cabbage Patch Kids: Adventure in the Park

27,350	James Carter	Lakeland, FL
26,650	Lafe Travis	Calgary, AB, Canada
25,350	Curtis Hepworth	Ogden, UT

Carnival

179,540	Ben Strobel	Akron, OH
58,320	Curtis Hepworth	Ogden, UT
56,620	Michael Ryan	Davenport, IA

Centipede

57,394	James Carter	Lakeland, FL
53,524	Curtis Hepworth	Ogden, UT
26,436	Lafe Travis	Calgary, AB, Canada

Choplifter!
(Killed/Rescued)

1/63	James Carter	Lakeland, FL

Congo Bongo

11,250	Lafe Travis	Calgary, AB, Canada

Cosmic Avengers

102,440	Curtis Hepworth	Ogden, UT
48,370	Shane Shaffer	Taneytown, MD
26,280	Pete Rocha	Freehold, NJ

Decathlon

100 m Dash:

8.90	James Carter	Lakeland, FL

110 m Hurdles:

12:31	James Carter	Lakeland, FL

1500 m:

332.96	James Carter	Lakeland, FL

400 m:

42.08	James Carter	Lakeland, FL

Discus:

62.62	James Carter	Lakeland, FL

High Jump:

2.20	James Carter	Lakeland, FL

Long Jump:

8.60	James Carter	Lakeland, FL

Javelin:

88.65	James Carter	Lakeland, FL

Pole Vault:

4.80	James Carter	Lakeland, FL

Shot Put:

20.73	James Carter	Lakeland, FL

Destructor

16,320	Lafe Travis	Calgary, AB, Canada

Donkey Kong

655,400	Curtis Hepworth	Ogden, UT
265,500	Lafe Travis	Calgary, AB, Canada
222,600	Michael Ryan	Davenport, IA

Donkey Kong Jr

514,300	Lafe Travis	Calgary, AB, Canada
178,700	Michael Ryan	Davenport, IA
150,300	Curtis Hepworth	Ogden, UT

Evolution

1,131	Lafe Travis	Calgary, AB, Canada

Fix Up the Mix Up Puzzle

Game 5:

46,250	Curtis Hepworth	Ogden, UT

Frantic Freddy

23,030	Michael Ryan	Davenport, IA

Frenzy

34,916	James Carter	Lakeland, FL
12,949	Greg Troutman	Larkspur, CA
8,911	Lafe Travis	Calgary, AB, Canada

Frogger

22,640	Lafe Travis	Calgary, AB, Canada
14,840	Michael Ryan	Davenport, IA

Frogger II

16,644	Lafe Travis	Calgary, AB, Canada

Front Line

22,100	James Carter	Lakeland, FL
2,700	Lafe Travis	Calgary, AB, Canada

Galaxian

9,200	Eric Brown	Joseph, MI
5,290	Lafe Travis	Calgary, AB, Canada

Gateway to Apshai

7,340	Lafe Travis	Calgary, AB, Canada

Gorf

99,500	Pete Rocha	Freehold, NJ
12,690	Curtis Hepworth	Ogden, UT
12,930	Lafe Travis	Calgary, AB, Canada

Gyruss

168,300	James Carter	Lakeland, FL
159,100	Curtis Hepworth	Ogden, UT
42,600	Greg Troutman	Larkspur, CA

Heist

29,123	Michael Ryan	Davenport, IA
25,396	Pete Rocha	Freehold, NJ
24,351	Greg Troutman	Larkspur, CA

H.E.R.O.

72,700	Lafe Travis	Calgary, CA

Illusions

14,240	Lafe Travis	Calgary, AB, Canada

Jumpman Jr

205,640	Natalie Purawec	Sault St Marie, Canada
10,500	Lafe Travis	Calgary, AB, Canada

Jungle Hunt

60,960	Michael Ryan	Davenport, IA
35,090	Curtis Hepworth	Ogden, UT
20,310	Lafe Travis	Calgary, AB, Canada

Lady Bug

242,790	Curtis Hepworth	Ogden, UT
235,210	Michael Ryan	Davenport, IA

Looping

1,455,025	Curtis Hepworth	Ogden, UT
175,230	Michael Ryan	Davenport, IA
60,450	Pete Rocha	Freehold, NJ

Montezuma's Revenge

20,900	Lafe Travis	Calgary, AB, Canada

Mousetrap

976,500	Cristin Carr	Bronx, NY
312,550	Michael Ryan	Davenport, IA
302,520	Curtis Hepworth	Ogden, UT

Mr Do!

443,450	Peter Purawec	Sault St Marie, Canada
417,250	Curtis Hepworth	Ogden, UT

Mr Do!'s Castle

36,120	James Carter	Lakeland, FL

Nova Blast

66,100	James Carter	Lakeland, FL

River Raid

26,990	James Carter	Lakeland, FL

Sewer Sam

10,165	James Carter	Lakeland, FL

Smurf: Rescue in Gargamel's Castle

Skill 4:

51,600	James Carter	Lakeland, FL

Space Fury

79,080	James Carter	Lakeland, FL

Super Cobra

60,860	James Carter	Lakeland, FL

Threshold

207,500	James Carter	Lakeland, FL

Tutankham

120,120	James Carter	Lakeland, FL

Venture

Skill 4:

38,300	James Carter	Lakeland, FL

War Games

Skill 4:

241,430,000	James Carter	Lakeland, FL

Zaxxon

184,500	James Carter	Lakeland, FL

Commodore Systems:

Commodore 64:

Battlezone

21,000	James Carter	Lakeland, FL

Centipede (Atarisoft)

79,075	Mike Rupprecht	Bremerton, WA

Clowns

6,710	James Carter	Lakeland, FL

Hero (Activision)

113,371	Mike Rupprecht	Bremerton, WA

Jelly Monsters

228,780	Graham Thornton	Peoria, IL

Jumpman Jr (Activision)

50,550	Mike Rupprecht	Bremerton, WA
Kickman		
24,750	James Carter	Lakeland, FL
LeMans		
111,790	James Carter	Lakeland, FL

River Raid (Activision)

105,440	Mike Rupprecht	Bremerton, WA

Shoot the Rapids (Sportsware, Inc.)

Level 1:

1:11.70	Mike Rupprecht	Bremerton, WA

Space Shuttle (Compute's Gazette)

18,801	Mike Rupprecht	Bremerton, WA

Summer Games II (Epyx)

Cycling:

43.6	Mike Rupprecht	Bremerton, WA

Equestrian:

0 faults, 44 sec	Mike Rupprecht	Bremerton, WA

High Jump:

2.00 m	Mike Rupprecht	Bremerton, WA

Javelin:

96.25 m	Mike Rupprecht	Bremerton, WA

Kayaking:

1:45	Mike Rupprecht	Bremerton, WA

Triple Jump:

17.55 m	Mike Rupprecht	Bremerton, WA

Rowing:

28.1	Mike Rupprecht	Bremerton, WA

Tapper

57,200	James Carter	Lakeland, FL

Tenth Frame (Access Software)

League, Pro:

208	Mike Rupprecht	Bremerton, WA

Open, Amateur:

219	Mike Rupprecht	Bremerton, WA

Toy Bizarre (Activision)

5:34; score 19,400	Mike Rupprecht	Bremerton, WA

Winter Games (Epyx)

Biathlon:

2 misses; 1:46	Mike Rupprecht	Bremerton, WA

Bobsled:

22:15	Mike Rupprecht	Bremerton, WA

Hot Dog Aerials:

6.8	Mike Rupprecht	Bremerton, WA

Ski Jump:

213.1 m	Mike Rupprecht	Bremerton, WA

Speed Skating:

26	Mike Rupprecht	Bremerton, WA

Vic-20:

Alien

49,700	Mark Longridge	Oshawa, ON, Canada

Cruncher

3,232,220	Mark Longridge	Oshawa, ON, Canada

Garden Wars

14,460	Mark Longridge	Oshawa, ON, Canada

Gorf

1,009,890	Mark Longridge	Oshawa, ON, Canada

Jelly Monsters

Diff: none

228,780	Graham Thornton	Peoria, IL

Jupiter Lander

134,760	Mark Longridge	Oshawa, ON, Canada

Mole Attack

128	Mark Longridge	Oshawa, ON, Canada

Money Wars

148,330	Mark Longridge	Oshawa, ON, Canada

Omega Race

719,250	Mark Longridge	Oshawa, ON, Canada
60,050	James Carter	Lakeland, FL

Pinball Spectacular

2,777,640	Mark Longridge	Oshawa, ON, Canada

Radar Ratrace

97,220	Mark Longridge	Oshawa, ON, Canada

Star Battle

60,120	Mark Longridge	Oshawa, ON, Canada

Super Smash

26,410	Mark Longridge	Oshawa, ON, Canada

Turmoil

6,690	James Carter	Lakeland, FL

Intellivision:

Advanced Dungeons & Dragons

Skill Level: hard

Success	James Carter	Lakeland, FL

Astrosmash (Mattel)

797,035	David Meltzer	Pittsburgh, PA
653,405	James Carter	Lakeland, FL
569,835	Michael Garber	Santa Clara, CA
566,380	Brian Becker	York, PA
225,050	Sam Hartmann	Newburgh, IN

Atlantis (Imagic)

55,400	James Carter	Lakeland, FL
7,420	Greg Troutman	Larkspur, CA

Auto Racing (Mattel)

Track 1:

White Car:

4:34	Sam Hartmann	Newburgh, IN

Atlantis (Imagic)

55,400	James Carter	Lakeland, FL

Beamrider (Activision)

53,714	James Carter	Lakeland, FL
26,942	Greg Troutman	Larkspur, CA

Beauty & the Beast (Imagic)

34,650	James Carter	Lakeland, FL
22,250	Curtis Hepworth	Ogden, UT
14,250	Greg Troutman	Larkspur, CA

Bowling

207	Eric Heidner	Goleta, CA

Bump N Jump (Mattel)

256,036	Greg Troutman	Larkspur, CA

BurgerTime (Mattel)

287,500	Peter Purawec	Sault St Marie, Canada
103,400	Greg Troutman	Larkspur, CA
64,950	Joe Knasin	Warwick, RI
41,650	Sam Hartmann	Newburgh, IN

Buzz Bombers

1,011,700	Willy	–
201,000	James Carter	Lakeland, FL
112,300	Greg Troutman	Larkspur, CA

Carnival

40,040	Greg Troutman	Larkspur, CA
20,730	James Carter	Lakeland, FL
9,880	Lafe Travis	Calgary, AB, Canada

Centipede

28,394	James Carter	Lakeland, FL
27,670	Willy	–

23,879	Doug Manegre	Alberta, Canada

Chess (Mattel)

Diff: 1

(Moves/Time for Checkmate)

12/3:14	James Carter	Lakeland, FL

Commando

34,000	Greg Troutman	Larkspur, CA

Congo Bongo

5,170	Doug Manegre	Alberta, Canada

Deadly Dogs
(Hidden Game in Dig Dug)

90,550	Mike Dougherty	Westover, WV
20,450	Doug Manegre	Alberta, Canada

Defender (Atarisoft)

27,750	Greg Troutman	Larkspur, CA
6,600	Doug Manegre	Alberta, Canada
5,975	Lafe Travis	Calgary, AB, Canada

Demon Attack (Imagic)

15,019	James Carter	Lakeland, FL
10,264	Greg Troutman	Larkspur, CA
4,629	Willy	

Dig Dug (Atarisoft)

78,760	James Carter	Lakeland, FL

49,120	Greg Troutman	Larkspur, CA
34,060	Lafe Travis	Calgary, AB, Canada
15,865	Doug Manegre	Alberta, Canada

Diner (INTV)

456,100	Greg Troutman	Larkspur, CA
39,300	Pete Rocha	Freehold, NJ
37,500	Lafe Travis	Calgary, AB, Canada

Donkey Kong

104,400	Galen Komatsu	Hawaii

Donkey Kong Jr (Coleco)

40,200	James Carter	Lakeland, FL
33,300	Lafe Travis	Calgary, AB, Canada

Dreadnaught Factor (Activision)

9,952	James Carter	Lakeland, FL
5,387	Greg Troutman	Larkspur, CA
2,309	Lafe Travis	Calgary, AB, Canada

Fathom

78	Doug Manegre	Alberta, Canada

Frogger (Parker Brothers)

32,370	Sam Hartmann	Newburgh, IN
29,920	James Carter	Lakeland, FL
26,580	Greg Troutman	Larkspur, CA
4,340	Lafe Travis	Calgary, AB, Canada

Happy Trails (Activision)

18,580	James Carter	Lakeland, FL
15,585	John Yeats	United Kingdom
9,673	Greg Troutman	Larkspur, CA

Ladybug (Coleco)

124,360	Greg Troutman	Larkspur, CA
60,780	Lafe Travis	Calgary, AB, Canada
52,950	Kimberley Manegre	Canada

Locomotion (Mattel)

17,070	Greg Troutman	Larkspur, CA
13,360	James Carter	Lakeland, FL

Lock N Chase (Mattel)

39,560	Greg Troutman	Larkspur, CA
22,360	James Carter	Lakeland, FL

Masters of the Universe (Mattel)

609,250	Craig Whitby	Fleetwood, PA
287,750	James Carter	Lakeland, FL
287,150	Greg Troutman	Larkspur, CA

Mission X (Mattel)

113,760	James Carter	Lakeland, FL
66,750	Sam Hartmann	Newburgh, IN

Mousetrap

214,300	Lafe Travis	Calgary, AB, Canada

Nova Blast (Imagic)

38,300	James Carter	Lakeland, FL
27,000	Greg Troutman	Larkspur, CA

Pac-Man (Atarisoft)

1,000,060	Peter Purawec	Sault Ste Marie, Canada
94,720	Lafe Travis	Calgary, AB, Canada
28,490	Sam Hartmann	Newburgh, IN

Pinball (Mattel)

407,550	Greg Troutman	Larkspur, CA
381,330	James Carter	Lakeland, FL
59,950	James Carter	Lakeland, FL
18,260	Lafe Travis	Calgary, AB, Canada

Popeye (Parker Brothers)

53,500	Greg Troutman	Larkspur, CA
44,600	Lafe Travis	Calgary, AB, Canada

Q*Bert (Parker Brothers)

23,075	James Carter	Lakeland, FL
15,835	Greg Troutman	Larkspur, CA
6,325	Lafe Travis	Calgary, AB, Canada

River Raid (Activision)

18,350	Greg Troutman	Larkspur, CA
8,910	Doug Manegre	Canada

Sewer Sam

1,660	Greg Troutman	Larkspur, CA

730	Lafe Travis	Calgary, AB, Canada

Shark! Shark! (Mattel)

50,500	James Carter	Lakeland, FL
45,400	Greg Troutman	Larkspur, CA
39,000	Doug Manegre	Canada

Sharp Shot

Football:

91	James Carter	Lakeland, FL
91	Greg Troutman	Larkspur, CA
84	Pete Rocha	Freehold, NJ

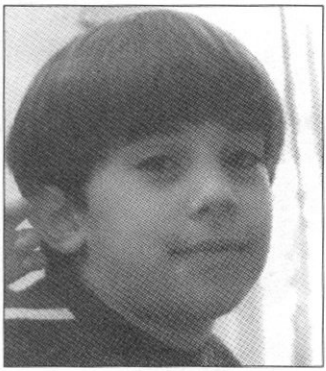
Skiing (Mattel)

Slope 14:

37.6	James Carter	Lakeland, FL

Space Armada (Mattel/Sears)

21,540	James Carter	Lakeland, FL
14,720	Doug Manegre	Alberta, Canada



Taben Winter made it into the record book five times while participating in the ***1997 Video Game & Pinball Masters Tournament*** in Fairfield, IA.

Space Battle

Skill Level: advanced (Mothership Saved/Fighters Lost)

Yes/0	James Carter	Lakeland, FL

Space Spartans (Mattel)

175,520	James Carter	Lakeland, FL

Stampede

2,958	James Carter	Lakeland, FL
2,784	Greg Easterly	Athens, GA
2,647	Greg Troutman	Larkspur, CA

Star Strike (Mattel)

Skill 6:

1,050	James Carter	Lakeland, FL

Star Wars: The Empire Strikes Back (Parker Brothers)

8,038	James Carter	Lakeland, FL
7,451	Greg Troutman	Larkspur, CA

Super Cobra

10,656	Mike Dougherty	Westover, WV
6,282	Doug Manegre	Alberta, CA

Thin Ice (INTV)

20,910	Greg Troutman	Larkspur, CA
5,230	Lafe Travis	Calgary, AB, Canada

Thunder Castle (Mattel)

38,500	James Carter	Lakeland, FL
20,400	Greg Troutman	Larkspur, CA
4,700	Lafe Travis	Calgary, AB, Canada

Tron Deadly Disks

7,500,000	Dave Belter	Rockford, IL
873,100	James Carter	Lakeland, FL
104,000	Mike Dougherty	Westover, WV

Tropical Trouble (Imagic)

4,400	James Carter	Lakeland, FL
3,850	Greg Troutman	Larkspur, CA

Tutankham

47,700	Doug Manegre	Canada

Vectron (Mattel)

43,720	James Carter	Lakeland, FL

Venture (Coleco)

1,595,640	James Carter	Lakeland, FL
452,800	Greg Troutman	Larkspur, CA

White Water

1:04.0	Greg Troutman	Larkspur, CA
1:27.7	Ian Holbrough	London, England

Worm Whomper (Activision)

140,926	Joe Huber	Westborough, MA
136,103	James Carter	Lakeland, FL
60,427	Lafe Travis	Calgary, AB, Canada

Zaxxon (Sega)

27,100	James Carter	Lakeland, FL
22,300	Greg Troutman	Larkspur, CA
18,700	Shane Shaffer	Taneytown, MD

Nintendo Entertainment Systems (NES):

The vast majority of the scores listed here were donated by NINTENDO OF AMERICA in order to make their historical archives available to the players. (Please see the **Acknowledgements** at the front of the book for further information on NINTENDO.)

720 (NES)

654,300	Mark Garcia	Dekalb, IL

1942 (NES)

999,950	Anthony Cifelli	Montville, NJ
999,950	Ben Cortez	Madera, CA
999,950	Steve Eckstein	Massillon, OH
999,950	James Gillan	Bronx, NY
999,950	Brian Hanks	Kansas City, MO
999,950	Jim Hocksprung	Miltona, MN
999,950	Mark Leifheit	Yorkville, IL
999,950	Dan Pierron	Dayton, OH
999,950	Matt Roasch	Wisconsin Rapids, WI
999,950	Nate Young	San Dimas, CA
999,950	James Hogan	Cedar Rapids, IA
999,950	Chuck Morrison	Yakima, WA
999,950	Randy Napier	Lexington, KY
999,000	Tom Jasnovic	N. Bay, CA
927,200	Bob Closs	Tonawanda, NY
826,900	Morton Figueroa	Jersey City, NJ
447,800	Joel Head	Morrison, CO

1943 (NES)

9,450,920	Aaron Smith	Parma, ID
8,404,000	Brian Chernicky	Bonsall, CA
2,518,700	David Correa	Hayward, CA
2,420,300	Ken Miner	Buena Park, CA
2,403,000	John Hill	Columbia, SC
2,310,100	Tracy J. White	Chillicothe, OH
2,248,500	Beau Mills	Rye, NY
1,584,000	Steve D. DeBoer	Wyoming, MI
918,200	Dan Vacura	Bloomington, MN

Abadox (NES)

655,350	Kelly McKenzie	–
477,540	John Courson	Santa Fe, TX
88,000	Mike Miller	–

A Boy & His Blob (NES)

120,000	Brian Schatzel	Medford, NY
55,250	Joey Myers	Massillon, OH

Game Edition that Ends:

Finished	John M. & John J. Nanfro	Rome, GA

Actraiser (Super NES)

Finished the Game at the Lowest Level:

Level 10	Jackie Chiang	Virginia Beach, VA
Level 10	Duke Hoang	San Francisco, CA
Level 10	TJ Roc	Grandy, NC
Level 10	Juan Torres	S. Gate, CA

Players Able to Finish the Game:

Finished	Dylan Pollack	Liberty, NY
Finished	Ted Waggoner	Clear Lake Shores, T
Finished	Melodia McCormick	Project City, CA
Finished	Drew Ressler	Massapequa Park, NY
Finished	Edwin Rothwell	Rockwood, TN
Finished	Russell Biggerstaff	Kalamazoo, MI
Finished	Peter Martinez	Long Island City, NY
Finished	David Smedley	Ashdown, AR
Finished	Scott Aaronson	Washington Crossing, PA
Finished	Ryan Patti	Little Ferry, NJ
Finished	Dana Wikner	Harrisburg, SD
Finished	Joseph Hardy	Brigham City, UT
Finished	Michael Patterson	Benicia, CA
Finished	Chris Welch	Mantua, NJ
Finished	Alex & Francis Crick	Bellevue, WA
Finished	Derek Weber	Berthoud, CO
Finished	Robert Bryk	Fairfield, CT
Finished	Brian Miller	Portland, IN
Finished	Chris Higgins	Philadelphia, PA
Finished	George Dickson	Woodbury, TN
Finished	Thomas Lipschultz	Mt Penn, PA
Finished	James Geter	Torbert, LA
Finished	Brion Sohn	Yorba Linda, CA
Finished	Chris Hartman	Washington, DC
Finished	Cam Finley	Bellevue, WA
Finished	Shawn Tucker	Millstadt, IL
Finished	Nathan & Jessica Mignone	San Mateo, CA
Finished	Parker Cronin	Plattsburgh, NY
Finished	Amanda Ellis	Calgary, AB, Canada
Finished	Chris Hancock	Fancy Gap, VA
Finished	Christian Gagnon	Vanier, PQ
Finished	Jason Joffree	New Orleans, LA

Finished	Jerry Schirmer	St Charles, MO
Finished	Jimmy Golz	Chicago, IL
Finished	Mason Sheffield	Kingsland, GA
Finished	Michael Slaughter	Salt Springs, FL
Finished	Mike Adams	Spting Valley, CA
Finished	Nathan Fitzgerald	Gibsonia, PA
Finished	Paul Krawczonek	Westmount, PQ
Finished	Rob Nowacki	Ottawa, ON, Canada
Finished	Christopher Rings	Wooster, OH
Finished	Jeff Williams	Macon, GA
Finished	Kedric Young	Malvern, OH
Finished	Bob Keraghan	Amesbury, MA
Finished	Dave Dellavecchia	Philadelphia, PA
Finished	Jonathan Martin	Bloomingdale, OH
Finished	Karl Mannoussakis	Orland, FL
Finished	Anthony Moreno	Flanders, NY
Finished	Eric Parr	Trumbull, CT
Finished	Mike Zuliani	Mississagua, ON, Canada
Finished	Andrew Weary	Los Angeles, CA
Finished	Gary Tortera	N. Branford, CT
Finished	Gus & Mario Sebastiani	San Francisco, CA
Finished	Chris Strickland	Fancy Gap, VA
Finished	Aaron Bennett	Bay St Louis, MS
Finished	John Sermon	Bay City, MI

Highest Score Reached:

199,980	Richard Sauther	–
161,900	Michael Klott	–
161,900	TJ Rappel	–

Addam's Family (NES)

1,034,200	Stephen Krogman	–

Players Able to Finish the Game:

Finished	Barry Kam Kong	Baltimore, MD
Finished	Jason Murray	Corning, AR
Finished	Kimberly Bibbo	Westchester, PA
Finished	Lou & Steph Digo	Merced, CA
Finished	Greg Khaikin	Slingerlands, NY
Finished	Matthew & Graham Bishop	Etobicoke, ON, Canada
Finished	Ethan Kurzweil	Newton, MA
Finished	David Evans	Tacoma, WA
Finished	Grace Takeuchi	Panorama City, CA
Finished	Stuart Paul	Torrance, CA
Finished	Thomas Lipschultz	Mt Penn, PA
Finished	Mike Ihly	Denver, CO
Finished	Brian, Bev & Becky Valencia	Bay City, MA
Finished	Doug Valencia	Bay City, MA

Advanced Dungeons & Dragons: Heroes of the Lance (NES)

Finished	Tony Martinez	Tucson, AZ

Adventure Island (NES)

514,900	Karen Spignese	Malden, MA
439,820	Ray Lafayette	Omaha, NE
391,210	Patrick Durham	San Francisco, CA
366,240	Alejandro Huerta	Madera, CA
337,070	Jennifer Tyll	Sterling Heights, MI
333,240	Benjamin Sanchez	San Antonio, TX
301,400	Nathan Fogle	New Cumberland, PA
118,180	Wayne Costa	Brentwood, NY

Adventure Island 2 (NES)

272,040	Edouard Charbonneau	–

Adventureland Island 3 (Super NES)

873,150	David Moore	(5/1/93)
781,350	Reginald Brown	(5/1/93)
569,150	Jason Webber	(5/1/93)
432,250	Andy Goodfellow	(5/1/93)
341,550	Aaron Jacobsen	(5/1/93)

Adventures in the Magic Kingdom (NES)

Finished	Michael Matthews	Trenton, NJ
Finished	Russell Mark	College Point, NY
Finished	Billy Ramirez & Matt Justice	Suisun, CA
Finished	Gary So	Somerset, NJ
Finished	Brian Quigley	Washingtonville, NY
Finished	Brenda & Michael Kenny	Riverdale, MD
Finished	Chris Stephen	Enfield, CT
Finished	Scott Gross	Vadnais Heights, MN
Finished	Ryan Holland	Clearwater, FL
Finished	Mike Holmes	Bridgewater, MA
Finished	Matt Colman	W. Bloomfield, MI
Finished	Winnie Van Devanter	Poolesville, MD
Finished	Stephen Landsman	Hoboken, NJ
Finished	Mark Kim	Walnut Creek, CA
Finished	Joseph Ray Smith, II	Lane Park, MI
Finished	Justin Cannon	Nevada City, CA
Finished	Chad & Rob Myers	Ft Wayne, IN
Finished	Chris Mavros	Pasadena, CA
Finished	William Pascoe	Kakabeka Falls, ON, Canada
Finished	Joe Kwiatek	Fairfax, VA

Finished	Nick Bauer	Fairfield, OH
Finished	Jeremiah & Michael Baker	Brookdale, CA

Adventures of Bayou Billy (NES)

999,999	Sean Slattery	Boston, MA
517,500	Vincent A. Peri, III	E. Meadow, NY
Finished	Carlo Bennett	Seattle, WA

Adventures of Dino Riki (NES)

100,950	John Schleich	Fresno, CA

Adventures of Lolo (NES)

Finished	Joan Bressett & Steve Nemes	Lake Orion, MI
Finished	Sean Cannella	Paramus, NJ
Finished	Jesse & Jason Mabon	Woodburn, OR
Finished	Bob & Kate McClure	Tipp City, OH
Finished	Jonsy Ponce	Blue Springs, MO
Finished	Tony, Chris & Jon Rudis	Lawrence, MA
Finished	Chris Street	Fresno, CA
Finished	Richard & Ted Allen	Sewell, NJ
Finished	Ed Nelms	Sewell, NJ
Finished	Kristopher & Chad Schnee	St Petersburg, FL

Adventures of Lolo II (NES)

Finished	Paul Karpowich	Brockton, MA
Finished	Chris Garnett	Puyallup, WA
Finished	Eric Longdin	Methuen, MA
Finished	Tracy Williams	Arvada, CO
Finished	Patricia Connell	Troy, MI
Finished	John Duckering	Odessa, TX
Finished	Kelly & Laurie Dudka	Kingston, ON, Canada

Finished	Cathy Dyke	Houston, TX
Finished	Lani Lusardi & Bob Bourdeau	Escanaba, MI
Finished	Lauren Smith	Cooper City, FL
Finished	Carl Virgil	Tempe, AZ
Finished	April & Albert Walker	Livingston, NJ
Finished	Paula Whiting	Erie, PA

Adventures of Lolo III (Super NES)

Finished	Randy Cross	Meadow Vista, CA
Finished	April & Albert Walker	Livingston, NJ
Finished	Dean Foster	Chicago, IL
Finished	Charles Fengler	Atkins, AR
Finished	Austin Parr	Trumbull, CT
Finished	Camille Gervasio	Chicago, IL

Adventures of Tom Sawyer (NES)

Finished	Butch Lewis & Vinnie Alvis	Eagle River, AK
Finished	Jon Murphy & Eric Bohlen	

Aerobiz (Super NES)

Top Earnings:

$75,931,240	Dale Small	Alba, MO

Airwolf (NES)

4,618,810	Jim Poleshuk	Warren, MA
111,800	Wayne Hodges	Middleton, NY

Aladdin, Disney's (Super NES)

Most Red Gems Collected:

70	Matt Conrad	Sherborn, MA

Al Unser's Turbo Racing (NES)

Finished	Sammy Long	Long Sault, ON, Canada

Amagon (NES)

284,200	Brian Tromley	Hampton, VA
170,300	Kurtis Rinker	Houston, TX

Arkanoid (NES)

820,420	Jack Wang	Findlay, OH
803,950	Gary Clawson	Chico, CA
787,660	John Crow, Jr	Lawson, MO
780,860	Pam Wenger	Santa Maria, CA
776,740	Douglas Gardner	Binghamton, NY
769,510	Jerry B. Lemler, MD	Mobile, AL
753,000	Michael Fall	Weymouth, MA
746,440	Danny Collarini	Slidell, LA
728,370	Ted Gengler	Denver, CO
690,400	David Gottesmann	Manalapan, NJ
638,350	Michael Guidice	E. Windsor, NJ
589,976	Dan Sterantino	Rensselaer, NY
526,410	Joseph Salvadore	Belleville, NJ
242,380	Robert Sambursky	Oceanside, NY
210,400	Brian Menninger	Vienna, VA
206,740	Mike Lehman	Colonia, NJ

Asteroids (Game Boy)

23,200	Pete Rocha	Freehold, NJ

Astyanax (NES)

10,529,900	Tony Chaves	San Leandro, CA
10,340,900	Helmut Habenschuss	Bechtelsville, PA

9,100,200	David Paulina	Los Angeles, CA
8,346,500	John Branscum	Dyersburg, TN

Game Edition that Finishes:

Finished	Bart Ameling	Gibsonburg, OH
Finished	Lucian LoMonaco	Odessa, TX
Finished	Mike Love	Mt Pleasant, TX
Finished	Zachary McArthur	Fishers, IN
Finished	Jeff O'Brien	El Cajon, CA
Finished	Mark Thompson	McKinney, TX
Finished	Chris White	Pittsburgh, PA

Athena (NES)

999,950	Michael Penkwitz	W. Bend, WI
999,900	John Azbell	Seltzer, PA
950,850	Phoug Ngo	Columbus, OH
788,000	Jimmy Mills	Huntington, WV
702,000	Aaron Dewell	Salt Lake City, UT

Back to the Future II & III (NES)

Finished	Derek Gosselin	Springfield, MA

Bad Dudes (NES)

999,950	A. & G. Gonzales	San Bernardino, CA
999,999	Steven McKenna	Milford, CT
961,400	Ted Tanner	Arlington Heights, IL
943,150	Matthew LeCrev	San Bernardino, CA
921,200	Christopher Schmitt	Jamaica, NY
914,800	Corey Kegley	Port St Lucie, FL
877,100	Greg McClelland	Waskada, MB, Canada
877,100	Tyler Palmer	Waskada, MB, Canada

809,200	Quentin Shaw	Lincoln, NE
795,100	Dom Pulis	Warren, MI
780,500	Corey Bosworth	Blackhawk, SD
753,900	David Morita	Pierce, CO
720,200	Kade Sharp & Chad Martin	Bastrop, LA
709,800	Rafael Villegas	San Diego, CA
699,990	Jad Funk	–
690,400	Jeff Coday	Springfield, MO
690,400	Dan W. Rowley	La Crosse, WI
282,500	Brandon Smith	Poplar Grove, IL
270,000	Clay White	El Paso, TX
160,000	Greg Greenwood	Oklahoma City, OK

Balloon Fight (NES)

999,750	Daniel Nash & Nalo Morales	San Pedro, CA

Balloon Kid (NES)

Finished	Jeff Sagel	Marysville, WA
74,800	Pete Rocha	Freehold, NJ

Bandit Kings of Ancient China (NES)

Finished	Mike Cunningham	Houston, TX

Bart's Nightmare (NES)

284,240 A+	James Sakai	Richmond, CA
259,300	Shawn McGoldrick	Game Play Counselor
171,945 A+	Orson Rosas	Wallington, NJ
127,605 A+	Karian Fung	Brooklyn, NY
269,900 B+	Wayne Bothe	Louisville, KY
187,950 B+	D. Green	Las Vegas, NV

Bassin's Black Bass with Hank Parker (Super NES)

Biggest Fish Caught:

22.06 lbs.	John Parley, Jr	Windsor Locks, CT
19.80 lbs.	Richard Mastin	Consecon, ON, Canada
19.74 lbs.	Paula Rockaway	Brightwood, OR
19.66 lbs.	Lee Kinsman	Nibley, UT
19.66 lbs.	Joyce Warren	Smithland, KY
19.40 lbs.	Vernard Gray	Searsport, ME
19.34 lbs.	Chris Frye	Granite Falls, WA
17.28 lbs.	Eric Feigner	Talent, OR

Batman (NES, 1991)

6,802,500	Jeff Arensmeyer	–
6,553,500	Alex Gibson	–
6,553,400	Jeff Adkins	–
6,553,400	Jason Hart	–
6,505,200	Tom Watson	–
6,217,300	Brian Bonney	Abington, MD
2,045,000	Paul Lum	Abilene, TX
1,246,000	Abren Cahoon	Colorado Springs, CO

Batman: Return of the Joker (Super NES)

Players Able to Finish:

Finished	Terry Stuart	Calgary, AB, Canada (5/1/92)
Finished	Dan Paradis	Nanaimo, AB, Canada (5/1/92)
Finished	Grant & Cale Nelson	Knoxville, IA (5/1/92)
Finished	Kevin Turnbeaugh	Stockton, CA (5/1/92)

Finished	Soy Taing	Stockton, CA (5/1/92)
Finished	Troyce Johnson	Naples, TX (5/1/92)
Finished	Marc Benner	Allentown, PA (5/1/92)
Finished	Alex Hui	Hercules, CA (5/1/92)
Finished	Brad Duguid	Victoria, BC, Canada
Finished	Brian Annis	Lansing, MI
Finished	Coby Glass	Redford, MI
Finished	Derik Davis	Albuquerque, NM
Finished	Frank Santoro	Jamaica, NY
Finished	George Yendel	Birmingham, AL
Finished	Jason Paseka	Fremont, NE
Finished	Jeffrey Weber	Carmichael, CA
Finished	Kenny Snow	Morrow, GA
Finished	Kirk Kierig	Beaverton, OR
Finished	Roger Nelson & Jon Woo	New Fairfield, CT
Finished	Sondra Folgers	Round Lake, IL
Finished	Tim McNeal	Denver, CO
Finished	Mike Sindorf	Plattsmouth, NE
Finished	Jeff Sneed	Milford, OH
Finished	Nathan Derkson	Burlington, IA
Finished	Nicholas Lurz	Norfolk, NE
Finished	Chris & Ryan Krueger	Medford, MA
Finished	Justin Guenley	Overlake Park, KS
Finished	Phillip Worf	Carrollton, TX
Finished	Jason & Dale Abshire	Sulphure, LA
Finished	Jason Preston & Richard Walker	Huber Heights, OH
Finished	Tim Maker	Mt Clemens, MI
Finished	Mason DeMusey	Jackson, CA
Finished	Jonathan Pearlman	Bellmore, NY
Finished	Shawn Jimerson	San Jose, CA

Finished	Tim Gavin	W. Point, UT
Finished	Michael Pannullo	Killeen, TX
Finished	John Cromer	Mt Vernon, KY
Finished	Alred Soto	Bronx, NY

Battle Clash (Super NES)

Best Times on Time Trial:

1:31.76	Jason Shea	Colorado Springs, CO
1:37.57	Rick Fisher	Grand Haven, MI
1:47.18	Peter Chase	Ft Leavenworth, KS
2:04:42	B;air Gaythier	Brampton, ON, Canada
2:19:40	Joseph German	Las Vegas, NV
2:41:95	Michael Bush	NES Game Play Counselor
2:50:76	Wesley Dunham	LaVerne, CA

Battle of Olympus (NES)

Finished	Mike Armandi	Lake Ronkonkoma, NY
Finished	Darrel Brown & Eric Ginger	Yorkville, IL
Finished	Danny Gerrick	San Diego, CA
Finished	Homer Gibson, Jr	Kokomo, IN
Finished	Susan Hanson	Reston, VA
Finished	Anthony Hash	Corsicana, TX
Finished	Jack & Johni Maynor	Benton, TN
Finished	Rowena Roscoe	Hanapepe Heights, HI
Finished	Joel Windrow	Bristol, CT
Finished	Sean Conley	New Albany, NJ
Finished	Eric Karnes	Roanoke, VA
Finished	Dwight Kerr	Anchorage, AK
Finished	Pierre Langlois	Montreal, PQ
Finished	The Longworthy Family	Tustin, MI
Finished	Chris Welge	Milwaukee, WI

Battle Tank (NES)

250,880	John Brady	Ft Worth, TX

Battletoads (NES)

999,999	Jason Klinger	–
999,999	Patrick Reynolds	–
999,999	Shawn handyside	–
999,999	Randy Bergerson	–
999,999	Kenny Draper	–
999,999	Joshua Tebeau	St Clair, MI
999,999	Jeff Porter	Raytown, MO
999,999	Brian Magoffin	Eglin AFB, FL
999,999	Lance Lewis	Morgan, UT
999,999	Don Quinlan	Milwaukee, WI
999,999	Jason Cockburn	Campbellville, ON, Canada
999,999	Gabriel Offutt	Butte, MT

Players Able to Finish the Game:

Finished	Brian Willmott	Akron, OH
Finished	Jason Orlando	Lambertville, NJ
Finished	Eric Welch	Meridian, ID
Finished	Matt Dixon	Houston, TX
Finished	Ryan Dwyer	Voorheesville, NY
Finished	John Reed	Fenton, MO
Finished	Mike Heidenreich	Highland, MI
Finished	Joey Tolvay	Edmonton, AB, Canada
Finished	Jeff Cooper	Bend, OR
Finished	Michael Astete	Simi Valley, CA
Finished	Chris Chipman	Tucson, AZ
Finished	Henry Hughes	Stafford, VA
Finished	Chung Kang	Ewa Beach, HI

Finished	Cindy Kang & Paula Silvestre	Hilo, HI
Finished	Gary Batman	Copperas Cove, TX
Finished	TJ Allen	Perryville, MO
Finished	Mike Caanaroz	New Orleans, LA
Finished	Doug Rinard	Lewiston, ID
Finished	Sam Butkovich	Pueblo, CO
Finished	Bryan McGinnes	N. Attleboro, MA
Finished	James Corbett	Bronx, NY
Finished	Jonathan Windham	Nacogdoches, TX

Battle Unit Zeoth (NES)

Finished	Eric Matthews	Huntington Beach, CA
Finished	Gred Ford	Bronx, NY

Bigfoot (NES)

Finished	Geoffrey Kimak	Laie, HI

Bionic Commando (NES)

Finished	Jon Naugle	Hayward, CA
Finished	Lee Reed	Rigby, ID
Finished	Mike Malto	Warner Robins, GA
Finished	Walter Avalos	Los Angeles, CA
Finished	Danny O'Boyle	N. Olmstead, OH
Finished	David Moore	Hammond, IN
Finished	Eric & Mark Stebasta	Overland Park, KS
Finished	Hilo Luchio	Gardena, CA
Finished	Jason Altschul	Evanston, IL
Finished	Jay Kelly/Scott Eaton	Napa, CA
Finished	Jeff Wershiner	Brookeville, MD
Finished	Jeremy Lawrence	Orlando, FL
Finsihed	Mike Fletcher	Midland, TX
Finsihed	Tony Biagini	Jacksonville, FL

Black Bass (NES)

Finished	Matt O'Neil	Omaha, NE

Blaster Master (NES)

Finished	Brian Borton	Seattle, WA
Finished	Jerry Nakae	Beaverton, OR
Finished	John Marcella	Langhorne, PA
Finished	Winifred A. Ross	Littleton, CO
Finished	Albert Kwame	Evansville, IN
Finished	Brendon Appel	Glenview, IL
Finsihed	Benjamin Floering	Geneva, OH
Finished	Brian Harris	Toledo, OH
Finished	Jason Judt	Norfolk, NE
Finsihed	Kevin Krygler	Ontario, CA
Finished	Mike Longstreet	San Jose, CA
Finished	Hector Parades	Torrance, CA
Finished	John Zilka	Sherman Oaks, CA

Bomber Man (NES)

1,000,000,000	Nancy Hites	Lansing, MI
1,000,000,000	Richard Pratt	Lansing, MI
999,999,990	Carrie Botarf	San Pierre, IN
999,999,990	Laslo K. Fotter	Sacramento, CA
999,999,990	Bob & Fran Hembree	Portland, OR
999,999,990	Nate McWilliams	Lewiston, MT
999,999,990	Raymond Lee	Lake Grove, NY
999,999,400	Tony Stevens	Rexburg, ID

Bomber Man 2 (NES)

4,739,800	Theresa Tibbs	NES Game Play Counselor

Bubble Bobble (NES)

2,755,250	Barry Rugg	Clavet, SK
2,551,030	David Aaron	Fresno, CA
2,365,790	Gary Weber, Jr	Florence, SC
2,156,350	Brian Babbitt	Arkdale, WI
2,087,560	Kathryn Spellman	Long Beach, CA
2,007,210	Brandon Culley	Arlington, WA
1,946,300	Mark Drapa	Streator, IL
1,530,350	Rose Luchs	–
1,622,580	Brent Jordan	Dalton, GA
1,162,620	Mike Taylor	Seatlle WA
1,080,900	Larry Ericson	Columbia, MO
1,068,000	Jonathan Dao	W. Covina, CA
1,055,360	Anthony Law	Van Nuys, CA
514,920	Kyle Marier	Webster, MA

Bucky O'Hare

999,900	Matt Hinrichs	–
999,900	Greg Gavignan	–
999,900	Joe Patkowa	–
999,900	Larry Silvestri	–
999,900	Chuck Dryer	–

Bugs Bunny Birthday Blowout (NES)

Finished	Albert Genaro de Young	Little Falls, NJ
Finished	Paul Krieger	Mt Prospect, IL
Finished	Katy Tam, Tony Chang & Cary Wong	Athens, GA
Finished	Spencer Eberl & Tony McCarty	Kimball, NE
Finished	Anthony Bonta	San Leandro, CA
Finished	Brian Packard	S. Minneapolis, MN
Finished	Nick Luchsinger	S. Minneapolis, MN

Finished	Max & Nik Hebert	Niagara, WI
Finished	Jonathan Liperi	Mt Holly, NJ
Finished	Allen Huffstutter	San Francisco, CA
Finished	JT McKernan	Laguna Niguel, CA
Finished	Richard Rankin	Garden City, MI
Finished	Michael Hinton	Poca, WV
Finished	Jon Carlo Bruttomesso	Agoura, CA
Finished	Bert Hutcherson & Jason Cole	Columbus, TN

Bugs Bunny Crazy Castle (NES)

174,900	Peter Boadry	

Game Edition that Ends:

Finished	William Bierwas	Ringwood, NJ
Finished	Chris Gabriel	Winnie, TX
Finished	Jason Garrity	Stratford, CT
Finished	Paul LeRoy	Pinebluff, NC
Finished	Justin Monahan	St Louis, MO
Finished	Nicholas P. Dashnaw	S. Glen Falls, NY
Finished	Brendan Pierard	Coal City, IL
Finished	Ian Quinn	Detroit, MI
Finished	Tommy Roberts	Ravenna, OH
Finished	Chris Todd	Belvedere, SC

Bump N Jump (NES)

130,240	Doug Rapp	Waverly, OH

Bust-A-Move (NES)

Best Score in Challenge Mode:

147,420	Wing Yau	Long Island City, NY

California Games (NES)

136,980	Jeff Bernstein	Longmeadow, MA

Captain Skyhawk (NES)

8,738,000	Jeff Walke	Delta, BC, Canada
421,550	Jason Sherwin	Chicago, IL
236,607	Christopher Clark	Pinckney, MI

Game Edition that Ends:

Finished	Kevin Dudley	Whittier, CA
Finished	Charles Constantine	Centerville, MA
Finished	Andrew Ow	Western Springs, IL
Finished	Ryan Bierowski	Lynchburg, VA
Finished	Christopher Kansier	Monroe, MI
Finished	Sean Thomas	Aurora, CO
Finished	Brendan Mahoney	Reading, PA
Finished	Garin Wolfe	Sparks, NV

Casino Kid (NES)

Finished	Elaine & Raymond Lee	Reynoldsburg, OH
Finished	John Bussiere	Pawtucket, RI
Finished	Wesley Enterline	Rio, WI
Finished	Billy LaBantschnig	Arlington Heights, IL
Finished	Craig Lax	Burbank, CA
Finished	Silas Land	Rockford, IL
Finished	Jason Rachiele	Salt Lake City, UT
Finished	Michael Shaw	Vineland, NJ
Finished	Buzz Sullivan	Forest Lake, MI
Finished	Dan Zalorski	Nanticoke, PA
Finished	Craig Abrams	Rockville Ctr, NY
Finished	Richie Glicksman	Rockville Ctr, NY

Finished	Stephen Gilbert	S. Bend, IN

Castlequest (NES)

Finished	Betty Villa	Yuba City, CA
Finished	Richard Tuck	El Cerrito, CA
Finished	John Lehman	Sycamore, IL
Finished	Donald Wilson	Palmdale, CA

Castlevania (Game Boy)

2,900,220	David Rosen	Stroudsburg, PA

Castlevania (NES)

999,990	Chris Boswell	Channelview, VA
999,990	David & Mike Kalkstein	New Kensington, PA
999,990	Ricky Keegan	Bethpage, NY
999,990	John McCarthy	W. Warwick, RI
999,990	Tim Trolinger	Columbia, MD
999,990	Jeff Adkins	–
999,970	Javier Martinez	Chicago, IL
999,970	WW Snuffer	Eccles, WV
999,950	Michael Yang	Upland, CA
999,930	Dean St Antaine	Fontana, CA
999,920	Jeff Taylor	W. Bloomfield
999,910	Vam & Jason Tong	Alhambra, CA
353,060	Jay Feingold	Miami, FL
308,550	Scott Minning	Mountainlake Terrace, WA

Castlevania Adventure (Game Boy)

3,000,100	Jimmy Ryan	Washington, DC
2,900,220	David Rosen	Stroudsburg, PA
2,840,800	Michael Riley	New York, NY

2,120,660	Whitney Brane	Atlanta, GA

Castlevania II – Simon's Quest (NES)

Finsihed	David Lowsky	Studio City, CA
Finsihed	Josh Abrams	Los Angeles, CA
Finished	David Minter	Owensboro, KY
Finished	Michael Butash	Phoenix, AZ
Finished	Ryan Southard	Lenoir, NC

Castlevania II – Belmont's Revenge (NES)

Finished	Ted Pacific	Bangor, MI
Finished	Ryan Petty	Reno, NV
Finished	Steve Fosse	Pottstown, PA
Finished	Alice Barker	Vancouver, BC, Canada
Finished	Michael Shifflett	Pottstown, PA
Finished	Robert Knowlton	Concord, NH

Castlevania III (NES)

999,999	Peter Klaus

Castlevania III – Dracula's Curse

Finished	Royce Poblete	Floral Park, NY
Finished	Chris Askew	Salem, MA
Finished	Mary Drury	Milltown, IN
Finished	Matt Kelker	Ft Wayne, IN
Finished	Cliff Marini	Manahawkin, NJ
Finished	Mike Chissell	Gooeta, CA
Finished	Kris Digiaimo	Los Angeles, CA
Finished	Edward Marshall	Horsham, PA
Finished	Brad Teeter	San Antonio, TX
Finished	Kevin Panzke	Schaumburg, IL

Finished	Shaun Gehris	Maplewood, MO
Finished	Dave Penskover	Rice Lake, WI
Finished	Larry & Jennifer Guszkowski	Rochester, NY
Finished	Chris Marlin	St Joseph, MO
Finished	Chance Davis	Ft Towson, OK
Finished	Chad Oakland	W. Union, IA
Finished	John Steele	Sandy, UT
Finished	Danny Bergdorf & Jason Clayton	St Marys, OH
Finished	Brian Krasts	Dover, DE
Finished	JustinWitty	Oviedo, FL
Finished	Butch Herman	Salamanca, NY
Finished	Jerry Dyer	Eagleville, PA
Finished	Shane & Christopher Neubauer	Rio Rancho, NM
Finished	Tommy Miller	Rural Retreat, VA
Finished	Spencer Pennington	Seattle, WA
Finished	RyanMcCracken	Indianapolis, IN
Finished	Adam Ouelette	E. Longmeadow, MA
Finished	Erik Freeman	Clovis, CA
Finished	Scott Meyer	Winona, MN
Finished	Jay Koster	Auburn Hills, MI
Finished	Chris Brown	Raymond, MS
Finished	Jeremy Nittler & Phong Du	Yukon, OK
Finished	Gregory Bowids	Council Bluff, IA
Finished	Noah Ostby	Terre Haute, IN
Finished	Richard Seaton	Maywood, IL
Finished	Bret & Sheri Dennis	Sandy, UT
Finished	Josh Simmons	Johnsonburg, PA
Finished	Geno & John Taddei	Jordan, MN
Finished	Jean-Francois Valee	Varennes, PQ
Finished	Anthony Class	Bayamon, PR
Finished	Johnathan Lanham	Gary, IN
Finished	Thor Heyeck	S. Orange, NJ
Finished	Ty Swartz	Coolville, OH

Finished	Gary Pearson	Newton, IA
Finished	John Smith	Canton, OH
Finished	Brent Eason	Indianapolis, IN
Finished	Ian O'Mara	Placentia, CA
Finished	Danny Salvatera, Jr	Torrance, CA
Finished	Chris Brown	Wheaton, MD
Finished	Shawn Gillum	Austin, TX
Finished	Michael Bruner	Midwest City, OK
Finished	Steve Wall	Muskogee, OK
Finished	Adam Hardaway	Chesapeake, VA
Finished	Phillip Dover	Greenville, SC
Finished	Christopher Goff	Chicopee, MA
Finished	Keith Baldwin	Highland Park, NJ

CASTLEVANIA IV (Super NES)
Players Able to Finish:

Finished	Bryan Fralix	Mt Pleasant, SC
Finished	Joseph Pingree	Creston, IA
Finished	Willy Malibiran	San Francisco, CA
Finished	Rick Weber & Doug Worth	Kent, WA
Finished	Andrew Marcano	Bronx, NY
Finished	Thomas Wilsey	Sidney, IL
Finished	Evan Christean	Salt Lake City, UT
Finished	Harold & Gene Wells	Pensacola, FL
Finished	Betty Bartel	Mentor, OH
Finished	Chris Moody	Montgomery, AL
Finished	Daniel A. Nagel	Cheyenne, WY
Finished	Patrick Brockway	New Brighton, MN
Finished	Timon Wilson	Bowie, MD
Finished	Lisa Herrera	Chicago, IL
Finished	Adam Ouelette	E. Longmeadow, MA
Finished	Kenny Newman	Murrell's Inlet
Finished	Randy Lukken	Superior, WI

Finished	Rob & Mat Parkins	Ansonia, CT
Finished	Roy Bolton	Oscoda, MI
Finished	Ryan Spencer	Emmett, ID
Finished	Valerie Ciesicki	Saline, MI
Finished	Craig Jensen	Lincoln Park, MI
Finished	George Raimo	Lynn, MA
Finished	Milton Encarnacian	Juncos, PR
Finished	Paul Nichols	Jackson, MI
Finished	Romell Alvarado	El Paso, TX
Finished	Shant Perea	Denver, CO
Finished	Trapper Hallam	Anchorage, AK
Finished	Bryce Marine	Pocatello, ID
Finished	Eli Wilson	Manitou Beach, MI
Finished	Ryan Mitchell	Seffner, FL
Finished	Julie Miller	Lincoln, NE
Finished	Elana Weinstein	Edmonton, AB, Canada
Finished	Graham Goetschivs	Lafayette, LA
Finished	Jim Heiserman	Bethlehem, PA
Finished	Jim Lange	Wauwatosa, WI
Finished	Jim Price	Spring Valley, CA
Finished	Jon & David Anderson	Lakeville, MN

Championship Bowling (NES)

Perfect Game	William Phillip Keola	Waianae, HI

Chrono Trigger

Scored 2,371 points on the Speeder Bike Race Log:

–	Kyle Adams	Cincinnati, OH
–	Joshua Anderson	Edmonton, AB, Canada
–	Brent Arnold	Quincy, IL
–	Eric Becker	St Louis Park, MN
–	Matthew Bernhardt	Flushing, NY

–	Patrick Biltgen	Naperville, IL
–	Nick Bodnaruk	Tuscon, AZ
–	Jon Boothe	Ogden, UT
–	David Brady	Pink Mt, BC, Canada
–	Daniel Bulich	Somerset, NJ
–	Logan Byam	Kinsale, VA
–	Jasper Cacananta	Panorama City, CA
–	Brian Canning	Reno, NV
–	Paul & Jesse Carlson	New Hope, MN
–	Jimmy Chao	Iselin, NJ
–	Zachary Culver	Memphis, TN
–	Cory Descant	Cottonport, LA
–	Nima Dowlatshahi	Pleasant Hill, CA
–	Julien Dupont	Quebec City, PQ
–	William Gallaher	Kittanning, PA
–	Fràdàric Gauthier	Chicoutimi-Nord, PQ
–	Danny Giammalvo	Oviedo, FL
–	Mike Holland	Corona, CA
–	Paul Hutcherson	Nashville, TN
–	Aaron Joslin	Portage, MI
–	Shaun Kempston	Monterey, CA
–	Stephen King, III	Suquamish, WA
–	Patrick Knoedler	Saginaw, MN
–	Michael Kostelny	Niceville, FL
–	Irwin Kwan	Saskatoon, SK
–	Jeremy Lafon	Russellville, AR
–	David Land	San Diego, CA
–	John Lange	Alexandria, VA
–	Samson Lau	Edmonton, AB, Canada
–	Matt Lawrence	Mancos, CO
–	Kevin Lee	Capitola, CA
–	Steven Lee	Temple City, CA
–	Scott Martineau	Salem, NH

–	Rob McQuarrie	Sherwood Park, AB, Canada
–	Merchant	Mobile, AL
–	Paul Meyers	Pilot Hill, CA
–	Patrick Mills	Monroe, LA
–	Dan Navaroli	Leominster, MA
–	Dustin Nguyen	Pinole, CA
–	Suzanne Parent	Vanier, ON, Canada
–	Darcy Patko	N. Vancouver, BC, Canada
–	Adam Plewes	Moncton, NB
–	Tony Scampini	Camas, WA
–	Chris Schmitt	Jamaica, NY
–	Jared Scott	Lawton, OK
–	Mansoor Siddiqui	Markham, ON, Canada
–	Joshua Skeels	Spring Valley, CA
–	Shawn Spencer	Smyrna, TN
–	Marc St-Pierre	Lac St-Charles, PQ
–	Paul Thacker	Catlettsburg, KY
–	Gabriel Therien	Montreal, PQ
–	Matthew Wach	Davenport, IA
–	Curtis Wilson	Bellville, OH
–	Austin Wester	Winnemucca, NV
–	David Young	Ontonagon, MI
–	David Zahorcak	Tualatin, OR

Clash at Demon Head (NES)

Finished	Bradley Bamhorst	Wexford, PA
Finished	George Kesslir	Louisville, KY
Finished	Sean Lewis	Blasdell, NY
Finished	Allen Long	Delaware, OH
Finished	Jesse Martino	Thousand Oaks, CA
Finished	George Pasterak	Annapolis, MD
Finished	Chris George	Annapolis, MD
Finished	Andrew & Jeremy Szurley	W. Yarmouth, MA

Finished	Frankie Wenger	New Holland, PA
Finished	J. & S. King	Lillian, AL
Finished	Ken Fredrick	Canfield, OH
Finished	Jason Hart	Corvallis, OR
Finished	Andy Johnson	Mayfield, KY
Finished	Barry Leffew	Marion, IA
Finished	Steve Riley	Albuquerque, NM

Cobra Command (NES)

Finished	David Ferguson	Cornwall, NY
Finished	Trihn Tran	Merkel, TX
Finished	Robert Wolfe	Oak Creek, WI

Cobra Triangle (NES)

1,071,550	Chris Hammond	Redding, CA
999,950	Aaron & Gary Gonzalez	San Bernardino, CA
999,300	David Wickstrom	Atwater, CA
981,950	Jason & Michael Burns	Ann Arbor, MI
971,750	Don Baum	Canton, OH
961,400	Tedd Tanner	Arlington Heights, IL
960,900	Trevor Hosc	Atlanta, GA
944,700	Dave Inglestron	Manchester, NJ
943,150	Matthew LeCrev	San Bernardino, CA
937,600	Erik Burneyko	Kearney, NJ
914,800	Corey Kegley	Port St Lucie, FL
912,350	Michael Polito	Easthampton, MA
900,450	Johnny Pace	Easley, SC
439,750	Jason Sylvester	Monroe, NY
328,600	Jace Leicht	Temecula, CA

Code Name: Viper (NES)

Finished	Edward Arias	New York, NY

Finished	Albert Dato	San Jose, CA
Finished	Joe Donlon	Hauppauge, NY
Finished	Kris Lehnhardt	Griffith, ON, Canada
Finished	Joseph Talavera	Whittier, CA

Commando (NES)

999,950	Allen Baker	Kannapolis, NC
999,950	Joff Bovitz	Hibbing, MN
999,950	David Bubbs	Annville, PA
999,950	Kevin Cooke	Countereach, NY
999,950	Tony Evans	Suwanee, GA
999,950	Viny Longo	Oakville, CT
999,950	Matt McGee	Midland, VA
999,950	Desmond Roberson	Walnut, CA
999,950	Michael Thomas	Ogden, UT
999,950	Andrew Weyrich	Annandale, WA
999,950	Josh Fortin	Columbus, OH
999,950	Brad Gowash	Somers, CT
999,950	Greg Nawatynski	Lawrenceville, NJ
999,950	Rob Fuller	Lubbock, TX
999,950	Stacy Zepp	Hornell, NY
999,950	Wayne Genualdi	Niles, IL
999,900	Stephen McKeon	Brooklyn, NY
995,700	Terrence Uly	Bothell, WA
774,850	Danny Papetti	Brentwood, NY

Conquest of the Crystal Palace (NES)

Finished	Matt Osborne	Cincinnai, OH
Finished	Emilio Romero	Santa Fe, NM
Finished	Paul LaPointe	Crystal Falls, MI
Finished	Curt Schulz	Stratham, NH

Contra (NES)

6,553,500	John Alvarado	San Antonio, TX
6,553,500	Paul Barry, III	Wichita, KS
6,553,500	Todd Buckman	Bellevue, WA
6,553,500	Justin Daniel	Stone Mt, GA
6,553,500	Ryan Graham	Salt Lake City, UT
6,553,500	Robt Harwood & Dan McGilvray	Los Gatos, CA
6,553,500	Jaime Joyce	Clementon, NJ
6,553,500	Julian Lamb	Apex, NC
6,553,500	Kirt Skinner	Kansas City, MO
6,553,500	Josh Winter	Ottawa, ON, Canada
6,553,500	Eric Tietjen	Liverpool, NY
6,553,500	Matt Tschetter	Englewood, CO
6,553,500	Brian Shukla	Fairmont, MN
6,553,500	Clarence Miller	Springfield, OH
6,553,500	David Rutledge	Ada, OK
6,553,500	Kris Weaver	Indiana, PA
6,553,500	Louis Fussner, II	Richmond, IN
6,553,500	Matt Carney & Darius Desiderio	E. Dorset, VT
6,553,500	Ryan Woods	Boulder, CO
6,553,500	Scott Gielow	Vero Beach, FL
6,553,500	Bill Wagner	San Mateo, CA
6,553,500	Ben Truck	Des Moines, IA
6,553,500	Cam Childress	Stone Mtn., GA
6,472,600	Steve Vachani	Irvine, CA
6,229,400	Mike Winzinek	Canton, OH
5,361,500	Chuck McMurray	Chicago, IL
5,130,188	Adam Hill	Herndon, VA
4,714,700	Bill Lowry	Youngstown, OH
3,045,600	Al Wadja	Minneapolis, MN
2,954,950	Ryan Mehurst	San Diego, CA
2,932,400	Johnny Smith	Letohatchee, AL

2,705,000	Melvin Semper	Bronx, NY
2,440,000	Shane Wagner	Jamestown, MD
2,433,900	Jason Luke	Farm Hills, MI
938,200	Carlos Tarares	Fremont, CA

Contra 3 (Super NES)

9,999,999	David Wright	–
9,999,999	Eric Johnson	–
9,999,999	Jonathan Provian	–
9,999,999	Carolyn Ledford	–
9,999,999	Greg Ervay	–
9,999,999	Victor Pohlot	–

Contra III: The Alien Wars (Super NES)

Finished	Joseph Deegan	Oceanside, CA
Finished	Chris Davidson	Charleston, SC
Finished	Pierre Pilon	Ottawa, ON, Canada
Finished	Shelly Lahty	Grand Rapids, MI
Finished	Jacob Koleszar	Garrettsville, OH
Finished	Jonathan Martin	Blooingdale, OH
Finished	Robin Beers	St Thomas, ON, Canada
Finished	Bruce & Wayne Moldovan	Houston, TX
Finished	Billy Hampton	Collierville, TN
Finished	Jimmy Prelich	Clifton, NJ
Finished	TJ Johnson	Statesville, NC
Finished	Timothy Murray	Dundee, MI
Finished	Jeff Buzuma	Largo, MD
Finished	William Navarro	Bay Shore, NY
Finished	Bill Rock	Port Richey, FL
Finished	Dock Burroughs	Stoneville, NC

Cruisn USA (N64)

Appalachian:

1:22.56	Cuyler Barsalou	(3/30/97)
1:23.23	Timothy Julian *TJulian982@aol.com*	(2/9/97)
1:23.55	Brandon Huffman	(5/10/97)
1:23.60	Matthieu Tourenne	Putt Putt Golf; Fairfield, IA (4/20/97)
1:28.43	Carl W. Kalbfleisch *cwk@onramp.net*	(1/23/97)

Arizona:

1:15.23	Timothy Julian *TJulian982@aol.com*	(2/9/97)
1:19.13	Matthieu Tourenne	Putt Putt Golf; Fairfield, IA (4/20/97)
1:19.77	Carl W. Kalbfleisch *cwk@onramp.net*	(1/25/97)

Beverly Hills:

1:21.97	Timothy Julian *TJulian982@aol.com*	(2/9/97)
1:32.60	Carl W. Kalbfleisch *cwk@onramp.net*	(1/23/97)

Death Valley:

1:20.77	Timothy Julian *TJulian982@aol.com*	(2/9/97)
1:25.60	Matthieu Tourenne	Putt Putt Golf; Fairfield, IA (4/20/97)
1:29.23	Carl W. Kalbfleisch *cwk@onramp.net*	(1/23/97)

Chicago:

1:14.89	Christian Carlen christian.carlen@saffle.mail.telia.com	(2/23/97)
1:31.20	Timothy Julian TJulian982@aol.com	(2/6/97)
1:43.37	Carl W. Kalbfleisch cwk@onramp.net	(1/23/97)

Golden Gate Park:

1:0.11	Coolio	(4/26/97)
1:2.45	Christian Carlen christian.carlen@saffle.mail.telia.com	(2/23/97)
1:18.57	Rick Adam sopxmen@aol.com	(1/27/97)
1:25.23	Michael Schreiber tschreiber@vnet.ibm.com	(2/4/97)
1:31.33	Carl W. Kalbfleisch cwk@onramp.net	(1/23/97)

Grand Canyon:

1:21.23	Timothy Julian TJulian982@aol.com	(2/9/97)
1:24.53	Matthieu Tourenne	Putt Putt Golf; Fairfield, IA (4/20/97)
1:31.30	Carl W. Kalbfleisch cwk@onramp.net	(1/25/97)

Iowa:

1:26.53	Matthieu Tourenne	Putt Putt Golf; Fairfield, IA (4/20/97)
1:30.83	Timothy Julian TJulian982@aol.com	(2/9/97)
1:34.97	Carl W. Kalbfleisch cwk@onramp.net	(1/23/97)

Indiana:

1:18.77	Timothy Julian *TJulian982@aol.com*	(2/9/97)
1:26.17	Carl W. Kalbfleisch *cwk@onramp.net*	(1/23/97)

LA Freeway:

1:22.13	Cuyler Barsalou *barsalou@escape.ca*	(3/30/97)
1:23.47	Robby De Roto *deltrob@aol.com*	(1/27/97)
1:32.63	Timothy Julian *TJulian982@aol.com*	(2/9/97)
1:35.57	Matthieu Tourenne	Putt Putt Golf; Fairfield, IA (4/20/97)
1:37.53	Carl W. Kalbfleisch *cwk@onramp.net*	(1/23/97)

Redwood Forest:

1:27.73	Timothy Julian *TJulian982@aol.com*	(2/9/97)
1:31.72	Rick F. Strine *tomrick@bright.net*	(3/16/97)
1:33.87	Carl W. Kalbfleisch *cwk@onramp.net*	(1/23/97)
1:37.40	Matthieu Tourenne	Putt Putt Golf; Fairfield, IA (4/20/97)

San Francisco:

1:29.30	Timothy Julian *TJulian982@aol.com*	(2/9/97)
1:29.48	Michael Schreiber *tschreiber@vnet.ibm.com*	(2/4/97)
1:36.67	Carl W. Kalbfleisch *cwk@onramp.net*	(1/23/97)

US 101:

1:12.81	Bart Allen *stinkfst@aol.com*	(3/25/97)
1:12.82	Benson Hong *darkritual@tango.on.ca*	(2/5/97)
1:28.63	Everett D. White *americanet@mail.earthlink.net*	(2/2/97)
1:29.63	Matthieu Tourenne	Putt Putt Golf; Fairfield, IA (4/20/97)
1:36.60	Daniel Mescon	Putt Putt Golf; Fairfield, IA (4/20/97)
1:34.3	Carl W. Kalbfleisch *cwk@onramp.net*	(1/23/97)

Washington DC:

1:11.12	Cuyler Barsalou	(3/30/97)
1:11.20	Timothy Julian *TJulian982@aol.com*	(2/11/97)
1:11.22	Bret Clancy *bretclancy@hotmail.com*	(3/1/97)
1:21.77	Carl W. Kalbfleisch *cwk@onramp.net*	(1/23/97)

Crystalis (NES)

Finished	Todd Jeffreys	E. Grand Rapids, MI
Finished	Keith Wilcox	Hempstead, TX
Finished	George & Marcy Kilburn	Erie, PA
Finished	Michael Kanarek	Browns Mills, NJ
Finished	Ollie Stevenson	Foster City, CA
Finished	Carol Yamasaki	San Francisco, CA
Finished	Matt Barttelt	Marathon, WI
Finished	Karen Garson	Cordova, TN
Finished	Richard Pastorius	Pittsburgh, PA
Finished	Paul Kawamoto	Seattle, WA

Finished	Joe & Valerie Polito	Rahway, NJ
Finished	Charles Hall	Robinson, IL
Finished	Jason Grimes	San Antonio, TX
Finished	Jared Hockenberry	Pittsburgh, PA
Finished	Leonard Canarski	Oakland, NE
Finished	Carroll Levey	Cutchogue, NU
Finished	Ashley Duke	Palatka, FL
Finished	Bill Conklin	Buchanan, NY
Finished	Craig Bruney	Martins Ferry, OH
Finished	James Murphy	Cooper City, FL
Finished	Greg Gillelard	Shreveport, LA
Finished	Gloria Johnson	Crafton, ND
Finished	Rick Saffy	Greenville, SC
Finished	Tom Anderson	Atascadero, CA
Finished	David Bolduc	Lac-Etchemin, PQ
Finished	Scott Blair	Rutland, IL
Finished	Denzil & Lori Anderson	Rowlett, TX
Finished	Don Hunter	Rowlett, TX
Finished	Cliff Marstran	Clearwater, FL
Finished	Daniel Hanning	Long Beach, CA
Finished	David Desormeaux	Abbeville, LA
Finished	Richard Hawk, Jr	Belle Vernon, PA
Finished	Travis Phillips	Addison, MI
Finished	Dennis Wilson	Greeley, CO
Finished	Steve Rorah	Litchfield, MN
Finished	Tiffany Beasi	Boca Raton, FL
Finished	Tom Leininger	Bentonville, AR
Finished	Deborah Thompson	Tucson, AZ
Finished	Ron Stevens	Elk Grove Village, IL
Finished	Tim Shanahan	Manchester, CT
Finished	Andrew Machle	Seattle, WA
Finished	John Tsouramahis	Boston, MA
Finished	Richard Harvey	Myrtle Creek, OR

Finished	Ted Schneider & Rory Schulz	Puyallup, WA
Finished	Carl Rulka	Elizabethtown, PA
Finished	Derrick Corrie	Monroe, LA
Finished	Ambrose Rockwell	Glenwood, IA
Finished	Chris Lamoree	Whittier, CA
Finished	Deborah Rulka	Elizabethtown, PA
Finished	Erich Douglass	Coffeyville, KS
Finished	David Burnett	St Louis, MO
Finished	Chris Koch	Shawnee, OK
Finished	Doug Neps	Yorkville, IL
Finished	Brian Lewis	Indianapolis, IN
Finished	Todd Tartaglio	Bridgeport, CT
Finished	Kevin & Bryan Wagorn	Carp, ON, Canada
Finished	Iannick Bourdon & Yves Roy	St-Remi, PQ
Finished	Robert Tate	Barstow, CA
Finished	Ryan Pures	Lake Hiawatha, NJ
Finished	Eric Abrams	Franklin, MI
Finished	Kenneth Wenberg	Union, NJ
Finished	Tim Abad	Van Nuys, CA
Finished	Brian Laughlin	Racine, WI
Finished	Paula Rutledge	Ada, OK
Finished	Robb Edinburg	Chestnut Hill, MD
Finished	Jason P. Scott	Cape Coral, FL
Finished	Shane King	Lillian, AK
Finished	Mahlon & Carole Peterson	Troutdale, OR
Finished	Jill Morrow	Brea, CA
Finished	Tim Helvey	Riverside, CA

Darius Twin (Super NES)

Players Able to Finish:

Finished	David Rosen	Stroudsburg, PA
Finished	Adam Johnson	Oak Ridge, TN
Finished	Danny Keating	Slatington, PA

Finished	Lucas Yezik	Slatington, PA
Finished	Dave Engelskind	Ft Lauderdale, FL
Finished	Mike Rolfe	Rising Sun, MD
Finished	Wesley McGrew	Collinsville, MS
Finished	Andrew Ariens	Lemoore, CA
Finished	Jedediah Moody	Wilton, CT
Finished	John Keyser	Baltimore, MD
Finished	Mary Neat	Madison, WI
Finished	Lee Vickers	Manchester, TN
Finished	Noel Vanek	Coulterville, IL

Players Reaching Highest Score:

5,365,200	Stephen Krogman	–

Defender

999,950	James Ray Loewen	Isabella, OK

Defender of the Crown (NES)

Finished	Clifford R. Miller, III	Ann Arbor, MI
Finished	Adrian Perez	Dallas, TX
Finished	Jon Sehmer	Oshkosh
Finished	Gregg Braaten	Austin, MN
Finished	David Gordon	Sherman Oaks, CA
Finished	Morton Grant	Houston, TX
Finished	Ricky Karowski	E. Hanover, NJ
Finished	Matthew Maimone	Havertown, PA
Finished	Cory Wardlaw	Lapeer, MI

Deja Vu (NES)

Finished	Timothy Davis	Lakeland, FL
Finished	Cory Bailey	Orange, MA

Finished	James Horton	Herndon, VA
Finished	Jeremiah Heller	Ft Ord, CA
Finished	Heather Richardson	Old Bridge, NJ
Finished	Josh Finn	Cortland, NY
Finished	Mitchel Bondoux	San Rafael, CA
Finished	Ralph Johnson	Montezuma, IA
Finished	David Hogg	Badlwin, NY
Finished	Travis Williams	Roseburg, OR
Finished	Joseph Hardy	Brigham City, UT
Finished	Rei Murray	Jacksonville, FL
Finished	Debbie Layher	Waukegan, IL
Finished	Damian Braun	Scottsdale, AZ
Finished	Eric Oganowski	Batavia, OH
Finished	Chris Fields	Decatur, IL
Finished	BJ Fick	Inidanapolis, IN
Finished	Lucas Bergman	Quincy, IL
Finished	Melissa Zander	Seattle, WA
Finished	Phuong Vo	Forest Park, GA
Finished	Eric Heaton	St Elizabeth, NJ
Finished	Marty Bullock	Destin, FL
Finished	Bob Foreaker	Philadelphia, PA
Finished	Bryan Thompson	Tchula, MS
Finished	Travis Wakefield	Swanzey, NH
Finished	Ralph Hurst, Jr	Grass Valley, CA
Finished	Joe Hecht	Jefferson, WI
Finished	Blake Buzzini & Dave Woessner	Carnegie, PA
Finished	Anthony Olmo	Brooklyn, NY
Finished	Scott Roller	Eureka, CA
Finished	Jamie Miller	Severna Park, MD
Finished	Sue Reese	Bellmaur, NJ
Finished	Jackie Graves	Kenton, TN
Finished	Anthony Gentile	Denver, CO
Finished	Bret Schafbuch & Nathan Habben	Victor, IA

Finished	Jeremy Woffard	San Jose, CA
Finished	Valarie & Steven Parkinson	Victoria, BC, Canada
Finished	Ken Decker	E. Peoria, IL
Finished	Jeannine Leonick	Bayside, NY
Finished	Jimmy Crowley	Millville, NJ
Finished	Josh Thurston	E. Peoria, IL
Finished	Tyler Routt	Elk Grove, CA
Finished	John Dumas	Purcell, OK
Finished	Brett Robinson	La Plata, MD
Finished	Ryan King	Round Rock, TX
Finished	Eric Gillan	Vandalia, IL
Finished	Jerry Hooper	Canton, MO
Finished	David Martz	Perkomenville, PA

Demon Sword (NES)

234,150	Ted Werre	New Albany, IN

Desert Strike (Super NES)

Highest Scores on Mission 1:

895,200	James Schneider	Jackson, MI
893,200	Jared Exstrand	Kingston, NY
890,780	Neil Thompson	Queens, NY
890,200	Rob Thomas	Sharon, VT
889,200	Richard Knueger	Sheboygan, WI
885,700	Allan Reid	Chicopee, MA
882,200	Frank Mento	Bethlehem, PA
878,700	Adam Karnes, Jr	Groton, CT
878,200	Seth A. Carson	–

Destination: Earthstar (NES)

308,350	Dan Hoppe	St Paul, MN

Destiny of an Emporer (NES)

Finished	Brad Costa	Lebanon, NJ
Finished	William Dobkins	Waterbury, CT
Finished	Melba Frank	Omaha, NE
Finished	Marc Dworkin	Bohemia, NY
Finished	Tony Smith	Mesquite, TX

Dick Tracy (NES)

Finished	John Sheaffer	Perryville, MD
Finished	Matt DeSantis	Walkerville, MD
Finished	Gerald Montgomery	Fair Oaks, CA

Dig Dug (NES)

116,600	Eric Z. Moyer	Reading, PA

Digger T. Rock (NES)

Finished	John Swoffer	Ypsilanti, MI

Dinocity (Super NES)

23,456,400	Mark Lee	Des Moines, IA
14,512,200	Jason Hughes	Milwaukee, WI
11,687,800	George Newfield	Richmond, CA
9,945,500	Keith Green	Sacramento, CA
9,423,100	Aaron Johnson	Bellevue, WA
8,541,900	James Fisher	Long Beach, CA

Disney's Duck Tales (NES)

$28,134,000	Luis Vazquez	Miami, FL
$23,591,000	Martha J. Trice	Detroit, MI
$19,731,000	Raul A. Velazquez	Dallas, TX

$16,524,000	Nolan Martinez	Miami, FL
$16,080,009	Jordan Diacur	St Catharines, ON, Canada
$13,060,000	Jonathan Rego	Kailina, HI
$12,285,000	Albert Chu	St Louis, MO
$12,032,000	Andre Monette	Ottawa, ON, Canada
$11,965,000	Trevor Bazil	Rigby, ID
$11,436,000	Beth Denson	Richardson, TX
$11,201,000	Mimi Gardner	Topeka, KS
$10,966,000	Mike Kloss	Allentown, PA
$10,943,000	Aaron Drussel	Ramsy, NJ
$9,242,000	Jessica Henrick	Portland, OR
$7,955,000	Paul Davis Emery	Alexandria, VA

Disney's Ducktales 2 (NES)

Most Money Collected:

$12,276,000	Bridget Burnes	W. Chester, PA
$9,841,000	David Miedzianowski	Euless, TX
$7,550,000	Brian Katana	Industry, PA
$7,125,000	Cliff Florence	Cincinnati, PA

Donkey Kong (NES)

150,700	Tyronne Vias	New York, NY
58,600	Sam Hartmann	Newburgh, IN

Donkey Kong Jr (NES)

161,400	Sam Hartmann	Newburgh, IN

Donkey Kong 3 (NES)

186,800	Jeurik Samborski	Quincy, MA

Donkey Kong Country (Super NES)

Most Bonus Statues Collected in the Winky Bonus Stage:

999	Brian/Steven Zareno	Carson City, NV
966	Jan-Michael Olorga	Panorama City, CA
963	Matthew Wach	Davenport, IA
960	Jared Bunn	Cedartown, GA
957	Justin Bouchard	Edmundston, NB

Most Bonus Statues Collected in the Expresso Bonus Stage:

999	Jean-Francois Barrette	Sherbrooke, PQ
999	Chris Estes	Batesville, AR
999	Robert Figuereo	New York, NY
999	Jason Kimball	Elkland, MO
964	Mon Soo Park	Ft Lee, NJ

Most Bonus Statues Collected in the Enguarde Bonus Stage:

938	James Hurley	Visalia, CA
926	Michael Hurley	Visalia, CA
868	Robert Hayes	Long Beach, CA
873	Susan Gemma	Cary, NC
854	Shannon Peterson	La Center, WA

Most Bonus Statues Collected in the Rambi Bonus Stage:

858	Jan-Michael Olorga	Panarama City, CA
817	Jamie Borzychowski	Niagara on the Lake, ON, Canada
811	Brian Mercurio	Simi Valley, CA

805	David McWilliams	Minneapolis, MN
792	Adrian Zareno	Carson City, NV

Fastest 101% Finishes:

1 hr, 8 min	Moses Garcia	Hialeah, FL
1 hr, 8 min	Jason Provost	Union City, NJ
1 hr, 10 min	Pat Rafferty	Altamont, NY
1 hr, 14 min	Daniel Brancato	Valhalla, NY
1 hr, 15 min	Lowell Duchert	Seattle, WA
1 hr32 min	Scott Zelenka	Cary, NC
1 hr, 33 min	David Hendren	Cross Lanes, WV
1 hr, 37 min	Mark Emanuel	Oakville, MO
1 hr, 42 min	Brandon Schwenk	S. Bend, IN
1 hr, 52 min	Shaun Patrick	Lyndhurst, VA
2 hr, 3 min	Dan Ciez	Seattle, WA
2 hr, 15 min	Brady Hodgson	Naperville, IL
2 hr, 18 min	Glenn Garber	Mt Holly, NJ

DKC 2: Diddy's Kong Quest

Fastest Times for 102%:

1:42	Sean Lui	Arcadia, CA
1:58	Roy Deller	Pasadena, CA
2:02	Donna Gretty	Tacoma, WA
2:09	James Ray Loewen	Isabella, OK
2:32	Daniel Rentz	Winnipeg, MB, Canada
2:37	Bobby Salazar	Kingsville, TX
2:44	Tim Ferrara	Apache Junction, AZ
2:51	Rick Demers	Seattle, WA
2:55	Matt Dornbush	Waterford, MI
2:58	Shawn Smallman	Albany, OR
3:16	Steve Caverly	Muskegon, MI
3:20	Tom Lyman	Chicago, IL

3:22	Eric Sandler	Cameron Park, CA
3:24	Jody Alonso	Toronto, ON, Canada
3:34	Jason Ravera	Baltimore, MD
3:36	Patrick Yercich	Globe, AZ
4:14	David Riel	Warren, NH
4:43	EJ Hassenfratz	Portersville, PA
5:21	Andrew Main	McLean, VA
5:37	Jason Ruoff	Somerset Center, MI

DKC 3: Dixie Kong's Double Trouble

Lowest Time for 105%:

2:27	Donna Gretty	Tacoma, WA
2:33	Glenn Graber	Mt Holly, NJ
2:33	Nick Makowski	Grayling, MI
2:54	Mike Bird	Port Coquitlam, BC, Canada
4:46	Spencer Galloway	Tallahassee, FL
4:59	Josh Taylor	Mystic Island, NJ

Best Times for Riverside Race:

0:59.14	Stephen King, III	Suquamish, WA
0:59.15	Donald & Kevin Archuleta	Fairfield, CA
1:00.21	Matt Seiter	Racine, WI
1:01.16	Michael Davis	Morris Plains, NJ
1:02.15	Ken Banks, III	Ridgecrest, CA
1:03.30	Cynthia Beaumont	N. Bergen, NJ
1:03.86	Darin Styles	Novi, MI
1:05.20	Clayton Tune	Lebanon, TN
1:06.84	Marc Bostrom	Vineland, NJ
1:07.36	Michele McDuff	Elk Grove, CA
1:08.96	Ronny Donahue	Portage, IN

Donkey Kong Land (Game Boy)

Best 100% Times:

0:54.02	Patrick Kinsey	Las Vegas, NV
1:33.50	Jeffery Davies	Plymouth, MI
1:39.00	Chris Estes	Batesville, AR
2:05.42	Jason Ong	Phoenix, AZ
2:20.53	Umesh Babusukumar	Racine, WI
2:24.55	Victor del Rosario	San Lorenzo, CA
2:28.56	Randy Merkins	Brookhaven, PA
2:33.00	Charles & Claudia Schultz	Wheeling, WV
2:42.45	Phyllis Folster	Middletown, CT
2:42.49	Timothy Westfield	Hansan, MA
2:48.17	Billy Wheeler	Waymart, PA
3:00.00	Carl Fink	Gretna, LA
3:00.28	Robert Uebele	Parkland, FL
3:05.49	Jason Lee	Cubbage, KY
3:37.00	Greg Noe	Beaver Dam, WI
3:55.54	David Ploskonka	Churchville, MD

Doom (Super NES)

Best Times for 100% in Episode 1:

1:22	Nate Grant	Seymour, MO
1:55	Arick Chan	Yorktown Heights, NY
2:05	Nick Biddle	Baltimore, MD
2:10	Nick Sendelbach	Tempe, AZ
2:35	John Blair	Plainville, CT
2:46	Aaron & Vince Barredo	Eden Prarie, MN
2:57	Mike Bogenschutz	Baileys Harbor
3:13	Kevin Klein	Wichita, KS
3:24	Chris Brown	Kokomo, IN
4:46	Austin O'Brien	Stevensville, MT

Best Times for 100% in Episode 2:

2:25	Joe Brooks	Worth, IL
2:37	Nick Sendelbach	Tempe, AZ
2:45	Jerry Joswick	Riverside, CA
2:45	David Ortega	Winter Haven, FL
2:55	Tim Gipson	Willow Springs, IL
3:27	Todd Mayfield	Tracy, CA
3:53	Clint Hill	Kelso, WA
4:06	Joshua Hendrix	Gold Beach, OR
4:42	Jesse Francis	Minocaua, WI
4:50	Stephen Lindsey	Gardner, KS

Double Dragon (NES)

1,000,420	Chris Olejak	Spring, TX
400,050	Steve Crapo	Tallahassee, FL
315,650	Travis Timmons	APO, New York, NY
283,360	Ritherford Chang	Los Altos Hills, CA

Double Dragon II: The Revenge (NES)

9,999,990	Eduoard Charbonneau	
999,999	Jack Lau & Peter Mei	New York, NY
953,070	Xiao Tian	Boston, MA
399,680	Chris Hoffman	–
369,000	Bob Ward	Brecksville, OH

Game Edition that Ends:

Finished	Matthew Bello	Port Jefferson, NY

Double Dragon III

Finished	Ludwig Diaz	Woodside, NY
Finished	Bill Knose	E. Hartford, CT

Finished	John Bromwell	Coopersburg, PA
Finished	Colin & Patrick Larose	Baton Rouge, LA
Finished	Wilsor Lau	Tinton Falls, NJ
Finished	Galen Hooks & Matt Lindsey	Murphysboro, IL
Finished	Donny Davis	Houston, TX
Finished	Justin Burnham	Ashburn, VA
Finished	Matt Parisella	Hemlock, NY
Finished	Saqeb Beg	Harper Woods, MI
Finished	Corey & Cedric Dobbs	Lithonia, GA
Finished	Alexander Theriault	St-Elie d'Orford, PQ
Finished	Tim Settlemaire	Evansville, IN
Finished	Steven Lewis	Geneseo, IL
Finished	Scott Churchson	Waldwick, NJ
Finished	Ryer Anderson	Owatonna, MN
Finished	Pamela Castillo	Harwood Heights, IL
Finished	Michael Dawe	Highland Mills, NY
Finished	Matt, Kevin & Andy Yoho	Christiansburg, VA
Finished	Matt Hendrickson	Roscoe, IL
Finished	Landon Sario	Desert Hot Springs, CA
Finished	Kenneth Dallas & Howard Johnson	Brunswick, GA
Finished	John Pochmara	Maple Ridge, BC, Canada
Finished	Jeremy Zulliger	Marathon, WI
Finished	Jason Westly	Brandon, FL
Finished	James Kittleman	Loudonville, NY
Finished	Douglas Szperka	Philadelphia, PA
Finished	David Zak	Arlington Heights, IL
Finished	Gregory Anderson	Arlington Heights, IL
Finished	Brandon Sylvestre	St Joachim, ON, Canada
Finished	Eric Berdes	Pittsburgh, PA
Finished	Japhet Erum	Seattle, WA
Finished	Willard & Denny Cook	Wind Gap, PA
Finished	Jeff Benson	Cedar Hill, TX
Finished	Daniel Huffman	Melmore, OH

Finished	Raymond O'Brien	Jersey City, NJ
Finished	Mike McReynolds	Aurora, IL
Finished	Jay Geary & Tom Hartwick	Broken Arrow, OK
Finished	Danny Guislain	Leominster, MA
Finished	Richie Chambers	Rossville, GA

Double Dribble (NES)

Best Scores vs. Computer Player:

999	Charles Verruggio	Wilkes-Barre, PA
883	Paul Arrington	Loveland, CO
767	Sam Lapadat	London, ON, Canada
722	Andrew Ollerton	Provo, UT

Dragon Spirit (NES)

2,203,900	Mike Love	Staunton, VA

Game Edition that Ends:

Finished	Andrew Green	Newport, TN

Dr Chaos

Finished	Donnie Robertson	Nashville, TN

Dragon's Lair: The Legend (NES)

Finished	Kelson Rudy	Seattle, WA

Dragon Power (NES)

8,002,000	Nathan Kaminsky	Joplin, MO
636,300	Carl Larson	Belvidere, IL

Dragon Spirit (NES)

2,203,900	Mike Love	Staunton, VA
81,790	Pete Rocha	Freehold, NJ

Dragon Warrior

Finished	John Bisson	Drummondville, PQ
Finished	Matthew Bloom	Randolph, MA
Finished	Dr Richard L. Carman	Talladega, AL
Finished	John Castoro	Dingman's Ferry, PA
Finished	Jeff Chrin	Frackville, PA
Finished	Jason Cluck	Marshall, TX
Finished	Andrew Frankel	Gladwyne, PA
Finished	Katsu Izutani	Louisville, KY
Finished	Barbara Jastrzembski	Woodridge, IL
Finished	Erick Lin	Colton, CA
Finished	Frank Lohse	Whitewater, WI
Finished	Chris McDowell	Andrews AFB, MD
Finished	Tim Mellinger	Freeport, IL
Finished	Gregory Milken	Encino, CA
Finished	Rusty O'Dell	Mingo Junction, OH
Finished	Steven Perry	Madisonville, KY
Finished	Kevin Ryles	Sunland, CA
Finished	Brandon Wiesner	St Louis, MO

Dragon Warrior II

Finished	Steve Nadeau	Toronto, ON, Canada
Finished	Rew Shinsato	Pearl City, HI
Finished	Matt Rupert	Memphis, TN
Finished	Richard Gardner	Herndon, VA
Finished	Jim Draper	Ontario, CA
Finished	Randy Plume	Hagerstown, MD

Finished	Brian Socolifsky	Hinsdale, IL
Finished	Mark Rosburg	Hot Springs, AR
Finished	Mike Smith	Leaf River, IL
Finished	Terry Jordan	Concord, CA
Finished	Amos Buchanan	Kent, WA
Finished	Paul O'Brien	N. Palm Beach, FL
Finished	Walter Means	Taylors, SC
Finished	David Belman	Waukesha, WI
Finished	Patricia McQuade	Brooklyn, NY
Finished	Andrew Kidd	Vienna, VA
Finished	Brian Hurguy	Glendora, CA
Finished	Jason lombard	Dana Point, CA
Finished	Eddie Broco	Jacksonville, FL
Finished	Don & Kevin House	Plainsfield, IL
Finished	David & Steve Berlin	Sacramento, CA
Finished	Mike Bossler & David Genovese	Las Vegas, NV
Finished	Chad Bye	Seattle, WA
Finished	Weston Turner	Roanoke, VA
Finished	Michael LaChance	Halifax, NS
Finished	Seth Goldberg	E. Meadow, NY
Finished	Tom Saltarelli	Bronxville, NY
Finished	Billy Terrell	Rockford, IL
Finished	Deborah Papke	Chaffee, NY
Finished	Andy Parmeter	Willits, CA
Finished	John Wade	Greensboro, NC
Finished	Adam Graff	Pasadena, CA
Finished	Shawn Stonestrom	Richfield, MN
Finished	Mabel Rogers	Berlin, MD
Finished	Cherisse Ackerman	Sarasota, FL
Finished	Michael Sandberg	Oshkosh, WI
Finished	Michael Panetta	Phoenixville, PA
Finished	Patricia & Gene Leight	St Cloud, FL
Finished	Harumi Rushton	Ceres, CA

Finished	Allen Carmen	Lodi, NJ
Finished	Andrew Vorona	Ewing Township, NJ
Finished	Markus Talaga	Wayne, MI
Finished	Carl Cavallaro	Kansas City, MO
Finished	Don Goering	Westchester, CA
Finished	Greg Chaffin	Walnut Cove, NC
Finished	Larry Donegan	Yonkers, NY
Finished	Andy Glusco	York, PA
Finished	Tony Mandel, Jr	Pensacola, FL
Finished	Len Jasinski	Phoenix, AZ
Finished	Jason Bridsall	Forked River, NJ
Finished	Robert Rolsheim	Moreno Valley, CA
Finished	Richard Griner	National City, CA
Finished	Michelle Wander	Plainview, NY
Finished	Jay Madlangbayan	Pensacola, FL
Finished	Michael Pasatieri	Massapequa Park, NY
Finished	Jonathan Wilcox	Fresno, CA
Finished	Patrick Gabella	Duncansville, PA
Finished	Mike Gibson	Clements, MD
Finished	Brian Laughlin	Racine, WI
Finished	Jeffrey Song	Rowland Heights, CA
Finished	Robert Swan	Chicago, IL
Finished	Stephen Rosch	Leonia, NJ
Finished	Ian Jacques	Vancouver, BC, Canada
Finished	Marc Wade	Los Alamitos, CA
Finished	Larry & Renea Zawaly	Palmerton, PA
Finished	Antonio Gonzalez	San Ysidro, CA

Dragon Warrior III (NES)

Finished	Terri Gillette	Albany, OR
Finished	Janice McQueen	Clifton, NJ
Finished	Melvin Portell, Jr	Cadet, MO
Finished	Jack Clemento	Philadelphia, PA

Finished	Wes Wills	S. Hutchinson, KS
Finished	Mary Roman	Philadelphia, PA
Finished	Barry Weber	Wauwatosa, WI
Finished	Brian Sass	Seven Hills, OH
Finished	Jason Sues	Akron, OH
Finished	Hayato Tanabe	Omaha, NE
Finished	Carole Beeton	Pleasant Hill, CA
Finished	Carrie Fitzpatrick	Verona, NJ
Finished	Huey Nobles	Greenville, TX
Finished	Michael Leeds	Salt Lake City, UT
Finished	Randy & Kim Richardson	Plano, TX
Finished	Pat Chidester	Orland Hills, IL
Finished	Charles Johnston	Lakeland, FL
Finished	Steven Frandsen	Antioch, CA
Finished	Courtney Clay	Nashville, TN
Finished	Eric Fuller	El Paso, TX
Finished	Cathy Zuniga	Alexandria, VA
Finished	John Tagliamonte	Dearborn Heights, MI
Finished	Richard Germain	Fabreville, PQ

Drakkhen

Finished	Thomas Lipschultz	Mt Penn, PA
Finished	Craig Jones	Glendale, CA
Finished	Nick Rizzi	New Berlin, WI
Finished	Robert Tate	Barstow, CA
Finished	Denis Munoz	Bronx, NY
Finished	Georgia Maben	Auburn, CA
Finished	James White	Johnston City, IL
Finished	Joseph Shake	St Louis, MO
Finished	Carina Gibba	Jacksonville, AR
Finished	Richard Semder	Reseda, CA
Finished	Shannon Jacobs	St Louis, MO
Finished	Estelle Chalet	Long Beach, CA

Finished	Robert Salazar	Hesperia, CA
Finished	Jeanie Granata	Eatontown, NJ
Finished	Marc Garza	New York, NY
Finished	Gerald Huuska, Jr	Harper Woods, MI
Finished	Bryan Nelson	Sacramento, CA
Finished	Matt Ruston	Rockford, IL
Finished	Dorion Whitlock	Union City, NJ
Finished	Steve & John Tsouramanis	Haverhill, MA
Finished	Charles Myers	Trumbauersville, PA
Finished	Justin Phalen	Martinez, CA
Finished	Peter Laub	Franklinville, NY

Dr Mario (NES)

6,617,100	Randall Hand	Meridian, MS
3,388,200	Marie Lloyd	–
2,561,000	Peggy Wiebush	Grey Forest, TX
2,191,700	Dorothy Sommers	Miami Beach, FL
1,829,200	Glen Hill	Rockland, ME
1,313,900	Kurt Chenchick	Newbury Park, CA
1,223,800	Penelope Sue Muff	Claremont, CA
1,240,500	Jennifer Seiden	Roscoe, NY
1,215,400	David Aplin	Clio, MI
1,026,600	Richard Sauther	–
1,019,100	Katie Gabrie	Massillion, OH
987,300	Emily Smith	Upper Darby, PA
974,400	Valerie MacIsaac	Antigonish, NS
967,300	Jasper Rosenberg	S. Bend, IN
889,700	Maria Lane	Lakewood, CO
875,000	Norrie Kuwahara	Long Beach, CA
843,800	Dennis Gregorovic	Hamilton Square, NJ
770,100	Adrienne Kakazu	Escondido, CA
765,300	John Borreson	Circle Pines, MN
726,600	Larence Andrade	Richmond Hill, ON, Canada

711,000	Joyce Austin	Latrobe, PA
706,300	Maria Lane	Lakewood, CO
700,00	Deedee Wheat	Benicia, CA
694,500	Jessica Buonincontra	Derby, CT
682,300	Brian Travis	E. Falmouth, MA
675,200	George Coppez	Easthampton, MA
663,900	Debbie Cashin	Midlands, MI
660,200	Brenda Posh	Austin, TX
652,500	Lauri Sanderlin	Harlingen, TX
617,900	Delores Pierce	Colleyville, TX
592,800	Bill Keller	Portage, MI
584,200	Bryon Guarisco	Shirly, NY
582,800	David Aplin	Clio, MI
570,600	Justin Schafer	Rocky River, OH
552,550	Rich Ambler	Madison, WI
533,200	Patricia Robeski	Phillipsburg, NJ
524,400	Diane Barrio	Miami, FL
520,400	Donna Jones	Tustin, CA
509,400	Harlan Woodring	McLouth, KS
508,600	Annie Wendell	Chicago, IL
504,300	Vrystal Riede	Gautier, MS
501,900	Cheryl Kennard	Brownsburg, IN
481,100	Jeff Schwitz	W. Bend, WI
475,200	Glen Hill	Rockland, ME
459,000	Emily Smith	Upper Darby, PA
443,400	Travis Nelson	Oscoda, MI
439,700	Sharon Wendal	Losantville, IN
438,900	Jera Cooperman	Phoenix, AZ
433,400	Fred Garlington	Aurora, CO
432,400	Richie Travis	E. Falmouth, MA
431,000	Nora Wong	San Francisco, CA
429,900	Patricia Kenawell	Tyrone, PA
427,600	Allen Thornton	Vermillion, OH

415,200	Bonnie Tefft	Menomonee Falls, WI
405,600	Carol Rees	Bolingbrook, IL
405,300	Julie Kakazu	Escondido, CA
403,200	Diane Westermann	Newton Square, PA
402,900	Joan Daudistel	Milwaukee, OR
402,300	Karen Green	Strongsville, OH
398,900	Brenda McCall	Rotan, TX
387,500	Gerald Loos	Alhambra, CA
387,400	Anna & Ernest Hsia	Fremont, CA
387,000	Stephen Krogman	Boca Raton, FL
376,500	Verna Osburn	W. Sacramento, CA
374,900	Patricia W. Way	Largo, FL
369,000	Patrick Boedeker	San Antonio, TX
361,500	Flo Burnside	Penryn, CA
354,000	Karen Swenson	Baltimore, MD
351,900	Kyoko Miyamura-Nix	University, MS
347,400	Cheryl Houghton	W. Chester, PA
345,600	Lori DeLeon	Ridgewood, NY
345,000	Barbara Renaud	Pitt Meadows, BC, Canada
339,300	Christina Mitchell	Penns Park, PA
338,100	Sandra Butler	Santa Clara, CA
336,800	Pauline Neville	Tulsa, OK
334,500	Jason Swindells	Kelowna, BC, Canada
332,400	Steve Shrader	Staunton, VA
330,300	Russell Rehm	Spearfish, SD
329,400	Michael McWhorter	Mansfield, OH
327,000	Steven Ezell	Del Mar, CA
326,280	Jason Sorensen	San Carlos, CA
325,200	Sandy Welle	Albany, MN
322,200	Dave Pagh	Bellevue, WA
320,100	Mike Holmes	Littleton, NH
318,000	Ruben Torres	New York, NY
317,100	Teri Sarrell	Kingsport, TN

314,700	Kim Darcey	Levittown, NY
314,700	Kevin McDowell	Hemet, CA
313,500	Pat Noschese	Medford, NY
310,200	Charles Hall, Jr	Portland, OR
309,600	Kim Altana	Irvine, CA
307,500	Frank Cameron	Kingston, ON, Canada
307,200	Valerie Brady	Coos Bay, OR
305,100	Ginny Magliolo	Stafford, PA
301,100	Daniel Lewis	Santa Margarita, CA
300,700	Tony Poole	Millington, MD
290,100	Verna Osburn	Sacramento, CA
263,100	Thomas Mann	Des Moines, IA
262,200	Sally Muse	Monticello, IL
261,000	Andrea Lum	El Cerrito, CA
259,000	Mary Close	Grand Rapids, MI
255,400	Adam Coleman	Wauseon, OH
231,800	Nora Erbe	Fresno, CA
231,000	Roslyn Mikell	Beltsville, MD
226,800	Ryan Wickstrand	Meriden, CT
217,400	Willard Ma	Vancouver, BC, Canada
213,200	Anita Goldberg	Centerburg, OH
212,000	Robert Tennent	Modesto, CA
204,300	Nari Mann	Des Moines, IA
200,700	Andy Dunn	Cucamonga, CA
195,700	Kevin Haymes	Marietta, GA
194,800	Meaghann Hughes	Bakersfield, CA
188,100	Douglas McGinnis	Arcadia, CA
186,400	Bonnie Gerista	Bricktown, NJ
182,600	Karen Bode	Enid, OK
175,800	Scott Shell	Chico, CA
165,200	Jason Lucchetta	Kapuskasing, ON, Canada
158,400	Ryan Warmbrodt	Johnsonburg, PA
146,600	Carol Pomeroy	Porter, IN

138,200	Jason Murray	Corning, AR
123,000	Matt Pilkey	Berea, OH
119,400	Ginger Dike	Denver, CO
108,100	Carrie Lewis	Hopkins, MN
107,800	Jaclyn Garzonetti	Hawthorn Woods, IL
98,200	Donna Warren	Pontotoc, MS
55,000	Kyle Stedman	La Mesa, CA
53,400	Jason Gardner	Tucson, AZ
52,700	David Bernat	Levittown, PA
38,400	Phillip Hamilton	W. Des Moines, IA

Dr Mario (Game Boy)

340,062	Jane Scrahuny	Omaha, NE
310,200	Troy Swan	Albany, OR
302,042	Angie Stein	New York, NY
280,036	Viveca Fernandez	San Diego, CA
201,976	Ron Brady	Vancouver, WA
96,750	Pete Rocha	Freehold, NJ

Dr Mario (Super NES)

Reaching Highest Level:

Level 24	Kim Racey	–
Level 24	Jim Wornell	–
Level 24	Tia Emmel	–
Level 24	John McCloud	–

Duck Hunt (NES)

999,900	Tim Belanger	Southfield, MI
999,900	Tom Cheng	N. Highlands, CA
999,900	Adam Gilbert	Sylvania, OH
999,900	Jon Heine	St Helena, NE
999,900	M. Huss & W. Hice	El Toro, CA

999,900	Ryan Iguchi	El Toro, CA
999,900	Michael King	Randolph, MA
999,900	Jeff Poltis	Hinckley, OH
999,900	Shannon Revers	Algonac, MI
999,900	Scot Selznik	Jalencia, CA
999,900	Tom Cheng	N. Highlands, CA
999,900	John Cramer	Mareitta, GA
999,900	Susan Faber	Dexter, KS
999,900	David Gacom	Apple Valley, MN
999,900	Jacqui Garofano	Staten Island, NY
999,900	Jeremy Hamilton	Mill Creek, OK
999,900	Max Heinlein	Hutchinson, KS
999,900	Jason Jansen	Springfield, IL
999,900	Michael Kino	Randolph, MA
999,900	Steven Lauria	Paramus, NJ
999,900	Kevin Mattern	Setauket, NY
999,900	David Scarlett	Leavenworth, KS
999,900	Mike Seitz	Escondido, CA
999,900	Derald Brenneman	Sacramento, CA
999,900	Ken Morrison	Syracuse, NY
999,900	Richie Stevenson	Lewisville, TX
999,900	Jack Pemberton	Tempe, AZ
999,900	James Goldmark	Briarcliff Manor, NY
999,900	Justin Goeres	Cedar Falls, IA
999,900	Nick Papandria	Flemington, NJ
999,900	Patrick Brown	Levitown, NY
999,900	Brent Sawyer	Lexington, KY
999,900	Lauren Harris	Somerville, TN
999,900	Phil Williams	Southern Pines, NC
999,900	Allan Snyder	Rowland Heights, CA
999,900	Chris Bozeman	Sweeney, TX
999,900	Raphael Santaella	Brookline, MA
999,900	Aaron & Chris Smith	Parma, ID

999,900	Gary Berry	Highwood, IL
999,900	Wilson King	Cusseta, GA
999,900	Danny Vielma	Huntington Beach, CA
999,900	Nelissa Sato	Honolulu, HI
999,800	Ben Hauf	Moline, IL
999,500	John White	Holderness, NH
999,500	Abram Moses	Glen Cove, NY
999,500	Joshua Jammes	The Colony, TX
970,000	Butch Jones	Chatsworth, GA
914,100	Yos Arthachinda	Rockville, MD
729,000	Cynthia Lowe	Rockland, WI
563,300	Robby Emery	Charleston, SC
528,500	Scott Cain	Phoenix, AZ

Duck Tales (Game Boy)

Most Money Collected:

$16,524,000	Nolan Martinez	Miami, FL
$13,060,000	Jonathan Rego	Kailina, HI
$11,500,000	Andrew Marshall	Columbia, MO
$10,980,000	Linda Jinx	Los Angeles, CA
$10,943,000	Aaron Drussel	Ramsey, NJ
$10,930,000	Mark Taylor	Chelsea, MI
$10,300,400	Mark Antler	Austin, TX
$10,250,300	Sheri Gladstone	San Francisco, CA
$893,000	Tom Kristensen	NES Game Play Counselor

Duck Tales (Super NES)

Players Able to Finish:

Finished	Andy Gilderon	Portland, OR (7/1/92)
Finished	Angela Perdona	San Francisco, CA (7/1/92)

Finished	Bobby Gray	Corpus Christie, TX (7/1/92)
Finished	Greg Near	Mulkiteo, WA (7/1/92)
Finished	Marc Henner	N. Woodmere, NY
Finished	Chris Lopez	Phoenix, AZ
Finished	Edgar Martinez, Jr	White Plains, NY
Finished	Mark T. Olson	Kenosha, WI
Finished	Ben Szu	San Marino, CA
Finished	James P. Wong	Mirada, CA
Finished	Ryan Lakusta	Spruce Grove, AB, Canada
Finished	Bill Eisenbise	Sarasota, FL
Finished	Andy Crews	Omaha, NE
Finished	Mark Herring	Goshen, IN
Finished	Jacob Mills	Ithaca, NY
Finished	Richard Boogaart	Orlando, FL
Finished	Brian Thorne	Verona, NY
Finished	Robert Machado	Arlington, VA

Dungeon Magic (NES)

Finished	Jose Rodriguez	Jamaica, NY
Finished	Marc & Eric Valenzuela	Ft Worth, TX

Dynowarz (NES)

Finished	Travis Coppock	Bay City, TX
Finished	Nick Sinnokrak	Homewood, IL
Finished	Terry Airhart	Houma, LA
Finished	Michael Ancog	Shady Grove, FL
Finished	Charlie Balvin	Boca Raton, FL
Finished	Rhett Box	Florence, SC
Finished	Matt Gritz	Port Jefferson, NY
Finished	Bill Hetrick	New Bethlehem, PA
Finished	Ed, Jeff & Tim Talkington	Tucson, AZ

Eight Eyes (NES)

10,172,458	Kelly McKenzie	–

Excitebike (NES)

Track 1:

0:49.79	Ryan McGough & Shawn Beniller	Mt Vernon, OH
0:50.05	Eric Kelman	Southampton, PA
0:50.84	Al Dorn, Jr	DePere, WI
0:50.86	Brian Kearney	Glendale, CA
0:51.12	Matt Kalafat	Manassas, VA
0:51.22	Andrew Brunet	Potomac, MD
0:51.23	Ryan Wilkinson	Cerritos, CA
0:51.71	Quentin Hall	Bridgeport, IL
0:52.25	Chad Hayes	Milan, TN
0:52.48	George Fox	Richmond, VA
0:52.70	Hesy Marteen	Bayamon, PR
0:52.88	Matt Carmichael	Houston, TX
0:53.47	Mike Detrick	Issaquah, WA
0:54.43	Billy Dawson	Pensacole, FL
0:54.43	Tom Williams	Madison, WI
0:54.60	Tommy Hazelton	Denham Springs, LA
0:54.68	Basel Nasser	Costa Mesa, CA
0:54.97	Chad Fuggi	Wallingford, CT
0:55.00	Steven Bennett	Kaneohe, HI
0:55.00	Joseph Salez	Grand Junction, CO
0:55.15	David Greenfield	Elmwood Park, IL
0:55.26	Tom Fugua	Amarillo, TX
0:55.39	Howard Hannon	Elizabeth, IN

Track 2:

0:51.64	Michael Simmons	Providence, UT

0:51.71	Joe DeSimone	Elmwood Park, NJ
0:51.95	Gray Bower	El Paso, TX
0:51.96	Luke Russel	Prospect, KY
0:51.98	Kevon Cairns	Belleview, FL
0:52.00	Sean Caturegli	Reno, NV
0:52.22	Denis Merella	Buffalo, NY
0:52.33	Tony Grassis	San Bruno, CA
0:52.36	Wil Stark Costa	Mesa, CA
0:52.81	Michael Barrow	Indianapolis, IN

Track 3:

0:52.81	Tommy Messina	Milltown, NJ
0:52.81	Michael Barrow	Indianapolis, IN
0:52.94	Brian Castorena	Fresno, CA
0:54.43	Dan Orr	Drexel Hill, PA
1:02.92	Lindi Rose	Rochester, NY
1:03.46	John Madigan	New York, NY

Track 4:

0:59.87	David Siverman	Tenafly, NJ
1:10.76	Grant Carroll	Anchorage, AK
1:17.24	Mike Pikiel, Jr	Shrewsbury, MA
1:19.20	Brian Reed	Santa Ana, CA

Track 5:

0:53.39	Brian Smith	Holbrook, NY
0:54.44	Phillip Huey	Montgomery, AL
0:55.64	Eddie Kisosondi	Riverview, FL
0:58.96	Erik Power	Olympia, WA
1:00.20	Paul Barry, III	Wichita, KS
1:17.58	Stacie Sakai	Kaneohe, HI
1:53.85	Eric Johnson	Forest Ranch, CA

F-1 Race (Game Boy)

Best Lap Time on Course 1:

0:37.91	Glen Parker	New Port Richey, FL
0:38.00	Jason Naylor	Dinuba, CA
0:38.25	Robert Bixby, Sr	Bernard, ME
0:38.30	Jason Jedd	Depex, NY
0:38.35	Jacob DeMoss	Dundee, MI
0:38.55	Paul Kimball	Chicago, IL

F-Zero

Fastest Times on Mute City I:

1:53.46	Travis Cox	Richmond, IN
1:53.46	Omar Lomeli	Fresno, CA
1:54.53	Ron Hooks	Princeton, KY
1:54.60	Kevin Clark	Eustis, FL
1:54.82	Chris Staggs	Chinkaloon, AK
1:55.23	Gregg Geregosian	Port Clinton, OH
1:55.47	Joey Rispoli	Honolulu, HI
1:57.03	James Baradine	Loomis, CA
1:57.99	Justin Mazer	New Albany, NY
1:58.98	Robert Butner	Castro Valley, CA
1:59.34	Mike Walsh	Scarborough, ON, Canada
1:59.92	Dan Zdrodowski	Oldsmar, FL
2:00.33	Ed Goldner	Pomton Plains, NJ
2:00.67	Jennifer Webb	Cypress, CA

Best Time on Port Town II:

2:28.43	Joel Niedrich	NES Game Play Counselor

Faria (NES)

Finished	Glen Jones	Albany, OR

Finished	Josh Woods	Sheboygan, WI
Finished	Richard Chikamura	Seattle, WA
Finished	Warren Bushey & Jean Marshall	Gainesville, TX
Finished	Michael Starcher	Dallas, TX
Finished	Charles Harring	Holiday, FL
Finished	Jeff Yee	Calgary, AB, Canada
Finished	Sherri Louis	Williston, FL
Finished	John Adams	Kingswood, TX
Finished	Joshua Rossman	Charlemont, MA
Finished	Greg Gilleland	Shreveport, LA
Finished	Cheryl Meeker	Big Bear Lake, CA
Finished	Raymond Bentsen	Morton Grove, IL
Finished	James White	Johnston City, IL

Felix the Cat (NES)

1,526,650	Michelle Emory	Denver, CO
1,467,920	Bryan Frost	Midland, TX
1,452,810	Richard Law	Cedar Rapids, MI
1,232,830	Jeff Campbell	Brooklyn, NY

Final Fantasy (NES)

Finished	Patrick Wallace	Troy, NC
Finished	Heath Garner	Midland, TX
Finished	Chris Layton	Ft Meade, MD
Finished	John Norland & Tyler Rue	Marshall, MN
Finished	Chris O'Shaughnessy	Drexel Hill, PA
Finished	Steven & Dennis Chalfant	Sparta, NJ
Finished	Robby Gray	Stoneville, NC
Finished	Andy & Paul Fuller	Metairie, LA
Finished	Cathy Strini	Belleville, IL
Finished	DB Golay	Ponca City, OK
Finished	Eric Mess	Michie, TN

Finished	Mike Vida	Shaftsburg, MI
Finished	Scott Lee	Owego, NY
Finished	Ryan Gross	Melrose Park, IL
Finished	Greg Breskey	Cicero, IL
Finished	Scott Smith	Sidney, IA
Finished	Kevin Eade	Silver Spring, MD
Finished	Tammy Templer	Medford, OR
Finished	Matt Vigor	Kewanee, IL
Finished	Dave Yankovich	Edinboro, PA
Finished	Tim Bowers	Kent, WA
Finished	Kurt Carlson & Nathan Stollfus	Boise, ID
Finished	Francisco Padilla, Jr	Garden Homes, IL
Finished	Alexander Chupo	San Leandro, CA
Finished	David Minter	Owensboro, KY
Finished	Grover Herring	Bennettsville, SC
Finished	Wilson & William Kwok	Laguna Niguel, CA
Finished	Terry, Mark & Molly Methenitis	Dallas, TX
Finished	John Henry	Spokane, WA
Finished	Erik & David Johnston	Englewood, CO
Finished	Marty Drury	Milltown, IN
Finished	Dominic Przano	Pflugerville, TX
Finished	Don Schiff	Omaha, NE
Finished	Harry Waters	Glenside, PA
Finished	John Booth	Hot Springs, AR
Finished	Brian Boyd	Northport, AL
Finished	Bobby Emanuel	Hollywood, FL
Finished	Benjamin Sanchez	San Antonio, TX
Finished	Mason Sheffield	Kingsland, GA
Finished	Robert Tate	Barstow, CA
Finished	James Tausch	Zimmerman, MN
Finished	Terry Muzy	Findlay, OH
Finished	Mickey Fenwick	Arnold, MO
Finished	Scott Herrly	International Falls, MN

Finished	Kelly Hsieh	Beverly Hills, CA
Finished	Matt Yurek	Dudley, MA
Finished	Dina Lentine	Rochester, NY
Finished	Andrew Murkin	Penticton, BC, Canada
Finished	John Bledsoe	Westerville, OH
Finished	Logan Altman	San Marcos, CA
Finished	Dave Ficht	Lexington, MI
Finished	Eugene Crofcheck	Erie, PA

Final Fantasy Legend (Game Boy)

Finished	Keith Jameson	N. Beach, MO
Finished	Tim King	San Juan Capistrano, CA
Finished	Paul Pankratz	Sandy, OR
Finished	Greg Sadowski	Rochester Hills, MI
Finished	Matthew Warren	Nashville, TN
Finished	Kelsey Schmidt	Madison, WI
Finished	Kristopher Grant	Fruitport, MI
Finished	Jennifer Mukai	San Gabriel, CA

Final Fantasy Legend II

Finished	James Haden	Reistertown, MD
Finished	Nyima Sorenson	Berkely, CA
Finished	Shelly Long	Columbus, OH
Finished	Marcus Waas	Greenville, MS

Final Fantasy Adventure (Super NES)

Finished	Richard Fowler	Pulaski, NY (5/1/92)
Finished	Greg Owings	Brent, AL (5/1/92)
Finished	Don Kalar	Bakersfield, CA (5/1/92)

Finished	Josh Hatley	Shawnee, OK (5/1/92)
Finished	Lawrence Kuklinski	Erie, PA (5/1/92)
Finished	Sean Johnson	Pasadena, CA
Finished	Peter Kopala	Northbrook, IL
Finished	Joey Akron	Oklahoma City, OK
Finished	Robert Malachowski, MD	Indianapolis, IN
Finished	Nancy Ingelstead	Bridgeport, CT

Final Fantasy II (Super NES)

Players Able to Finish:

Finished	Vicky Hansen	El Monte, CA (7/1/92)
Finished	Melcher Fabi	San Leandro, CA (7/1/92)
Finished	Robby Gray	Stoneville, NC (7/1/92)
Finished	Greg Chaffin	Stoneville, NC (7/1/92)
Finished	Joshua Scurran	Tucson, AZ (7/1/92)
Finished	Tom Hoepf, Jr	Tiffin, OH (7/1/92)
Finished	Jeremy Scott	Lorain, OH (7/1/92)
Finished	Russell Mills	Pasadena, MD
Finished	Brett Tucker	Highland, UT
Finished	James Vanni	Garfield Heights, OH
Finished	Robert Stringer	Colchester, VT
Finished	Michael Kossakowski	W. Plains, MO
Finished	Jerry Owens	Silver Spring, MD
Finished	James Bielman	Corvallis, OR
Finished	Dan Macleod	Biddeford, ME
Finished	Jimmy Hook	Bakersfield, CA

Finished	Luke Chidester	Ossian, IN
Finished	Michael Bruno	Marlton, NJ
Finished	Tom Cowart	Rogers, AR
Finished	Dackral & Corley Phillips	Altoona, AL
Finished	Matthew Johnson	Columbus, IN
Finished	Jason Han	Orangeburg, NY
Finished	Jason Insley	Grand Rapids, MI
Finished	Jason Ireland	Silvis, IL
Finished	Jay & Kerry Reopel	Feeding Hills, MA
Finished	John Bestor	Kansa City, MO
Finished	Jon Fife & Paul Lauerell	Grand Rapids, MI
Finished	Ken Miller	Ringwood, NJ
Finished	Mark Herring	Goshen, IN
Finished	Mike Gillan	Cambridge, ON, Canada
Finished	Ray Smith	Wellsburg, WV
Finished	Steven Krasner	Potomac, MD
Finished	Tracy Keller	Deer Creek, IL
Finished	Jason BiMalto	Albuquerque, NM
Finished	David Edminster	Greeley, CO
Finished	George Brown	York, PA
Finished	Anthony Olmo	Brooklyn, NY
Finished	Mike Wagner	Valencia, CA
Finished	Melba Frank	Omaha, NE
Finished	Jason Durham	Corvallis, OR
Finished	Seth Diehl	Phoenix, AZ
Finished	Andrew Morris	Mystic, IA
Finished	Matt Fallows	Boylston, NY
Finished	Alex Leguyader	Farmington Hills, NY
Finished	Brian Falcon	Syosset, NY
Finished	Curtis Claybaugh	Kinmundy, IL
Finished	Dwayne Maseen	Brooklyn, NY
Finished	Edward Cho	Pickering, ON, Canada
Finished	Eleanor Schubert	Ft Wayne, TX

Finished	Graham Pritchard	Saskatoon, SK
Finished	Dylan Story	Granada Hills, CA
Finished	James O'Rourke	Derry, NH
Finished	Patricia Robeski	Phillipsburg, NJ
Finished	Cole Kleinschmit	Oshkosh, WI
Finished	Katherine Sanders	Houston, TX
Finished	Daniel Patrick	Tulsa, OK
Finished	Eileen Scott-Katz	Northridge, CA
Finished	Robert Mendonsa	Pleasanton, CA
Finished	Keith Keller	Selden, NY
Finished	Russell Mills	Pasadena, MD
Finished	Brett Tucker	Highland, UT
Finished	James Vanni	Garfield Heights, OH
Finished	Robert Stringer	Colchester, VT
Finished	Michael Kossakowski	W. Plains, MO
Finished	Jerry Owens	Silver Spring, MD
Finished	James Bielman	Corvallis, OR
Finished	Frank Stock & Mike Davis	Woodridge, IL
Finished	Peter Laub	Franklinville, NY
Finished	Charles Johnson	Lakeland, FL

Final Fantasy III (Super NES)

Fewest Steps to Mog:

6,545	John Daily	Elizabeth, WV
6,671	Dustin Klitch	N. Arlington, NJ
6,734	Jan-Michael Olorga	Panarama City, CA
7,783	Joshua Rexhausen	Cincinatti, OH
8,291	Chris Toyzan	Marshall, MI
8,474	Andy Paredes	Kingsburg, CA
8,555	Mike Chavez	Visalia, CA
8,572	Masaru Ito	River Edge, NJ
8,601	Jason Knier	Muncy, PA
9,300	Jay Albert	Decatur, IL

9,544	Anthony Mureno	Longview, TX
10,714	James Stiles	Dover, NJ
13,333	Charles Clark	Eden Prairie, MN
16,540	Danny Li	El Monte, CA
19,604	Joannie & Christopher Yau	Elmhurst, NY

How Many Genji Gloves Can You Collect?

Note: The trick to carrying more than 99 gloves is to equip some of them in your party.

121	Titan O'Connell	Marshfield, VT
113	Jeff Yee	Calgary, AB, Canada
99	Dave Bisson	Holt, MI
99	James Cain	Washington Crossing, PA
99	Jason Chan	Vancouver, BC, Cananda
99	Josh Cook	Mt Vernon, KT
99	Ron Downing	Overland Park, KS
99	Danny Goodwin	Columbia, MD
99	Grant Kamerick	Whittier, CA
99	Gary Kluth	Duncanville, TX
99	Silas Ottman	St Augustine, FL
99	Horng-Bin Ou	Fremont, CA
99	John Price	Houma, LA
99	Will & E. Stogner	Loveland, OH
99	Nate Turner	Loveland, CO
99	Hye Yoon	Elkins Park, PA

Final Fantasy Mystic Quest (Super NES)

Best time to Doom Castle:

2 hr, 54 min	Brian Bauer	Ashwaubenon, WI
3 hr, 37 min	Eric Entyre	Boise, ID
4 hr, 54 min	Terry Tolman	Ogden, UT
5 hr, 8 min	Jason Mikle	Cottage Grove, MN

5 hr, 15 min	Shane Perea	Denver, CO
6 hr, 30 min	Alan Goodman	New Hartford, NY
7 hr, 28 min	Jason Waltrip	Katy, TX
9 hr, 0 min	Sean Vowels	Dobbs Ferry, NY
12 hr, 53 min	John Cornthwait, Jr	Roanoke, VA

Final Fight (Super NES)

Finished	Brian Kuhlman	Roseville, MN (7/1/92)
Finished	Tony Eberly	Arvada, CO (7/1/92)
Finished	Jose Luis DeVera	Tamuning, Guam (7/1/92)
Finished	Eric Pena	San Antonio, TX (7/1/92)
Finished	Vincent Jerman	Lincoln Park, NJ (7/1/92)
Finished	Bill Kett	Morris Plains, NJ (7/1/92)
Finished	Bryan Petrey	McLean, VA (7/1/92)
Finished	Myles Beckett	Spring, TX (5/1/92)
Finished	Richard Selmon	Roswell, NM (5/1/92)
Finished	David Parrott	Ft Pierce, FL (5/1/92)
Finished	Conrad Sollitt	Redmond, WA (5/1/92)
Finished	Francis Cuddy	Amherst, NH (5/1/92)
Finished	Ben Monroe	Chaparral, NM (5/1/92)
Finished	Troy Lee	Pittsburgh, PA
Finished	David Todd	Chicago, IL
Finished	Jason DiMalto	Albuquerque, NM

Finished	Clint Alvarez	San Antonio, TX
Finished	Richie Martin	Johnson City, TN
Finished	Romell Alvarado	El Paso, TX
Finished	Dave Clemons	San Francisco, CA
Finished	Steve Abraham	Mesa, AZ
Finished	Anthony Nguyen	Barling, AR
Finished	Wilson Rouse	Alexandria, VA
Finished	Steve & John Tsouramanis	Haverhill, MA
Finished	Jeff Kain	Oakville, MO
Finished	Josh Hawkins	Cottondale, AL
Finished	Matt Burlingame	Chepachet, RI
Finished	Ryan Parker	Kingsville, TX
Finished	Eddie Greene	Ft Collins, CO
Finished	Evan Solida	New Castle, IN
Finished	Chris Guffey	New Castle, IN
Finished	William Nicolich	Howard Beach, NY
Finished	George Moran	Carlsbad, CA
Finished	Dru Snyder	N. Canton, OH
Finished	Justin Sanders	Athens, AL
Finished	Christian Contaol	San Bernardino, CA
Finished	Joel & Stephanie Brookstein	Philadelphia, PA

Final Fight (Super NES)

4,068,003	Christopher Sims	–
3,617,803	Rick Lico	–
2,712,343	Mike Mullins	–

Fist of the N. Star (NES)

1,585,400	Jason & Shaun Thomas	Calgary, AB, Canada
434,100	Mike Otten	Fairmont, MN
110,000	Brandon Viehmann	Mohawk, NY

The Flintstones (Super NES, 1992)

Finished	Josh Becker	Bartlett, IL
Finished	Jerry Freeman	Naperville, IL
Finished	Danny Hanley	Naperville, IL
Finished	Brett May	Monessen, PA
Finished	Brian Johnson	Texas City, TX
Finished	Brian Lupotsky	Mt Carmel, PA
Finished	Chris Fracci	Welland, ON, Canada
Finished	Matt Sampson	Newport, MI
Finished	Mike Weigel	Brookfield, WI
Finished	Noel Schornhorst	Ft Smith, AR
Finished	Stefanie Hoyle & Adam Litwin	Hollywood, FL
Finished	Richard Jensen	W. Bountiful, UT
Finished	Mellissa Koticki	Milwaukee, WI
Finished	Larry Wilson	Milwaukee, WI
Finished	Linda Walker	San Diego, CA
Finished	Ray LeMay	Austin, TX
Finished	Richard Nolan	Atchinson, KS
Finished	Tim Everson	Albany, NY
Finished	Sharin Edelman	S. Euclid, OH
Finished	Jason Noack	Batavia, IL
Finished	Adam Kirk	Louisville, KY
Finished	Eric Ayotte	Prevost, PQ
Finished	Eric Menzie	Springfield, NJ
Finished	Kurt Williams	Altoona, PA
Finished	Jason & Chris Laird	Spring Hill, NS
Finished	Andy Wendling	Hudson, IA
Finished	Billy Barnes	Methuen, MA
Finished	Brad Gallien	Westerville, OH
Finished	Brendan Spaar	Covington, LA
Finished	Dan Veronesi	Seminole, PA
Finished	David McAdams	Beaverton, OR

Galactic Pinball (Virtual Boy)

Alien Table:

1,268,000	Fuchsia Troutman	Larkspur, CA

Cosmic Table:

7,691,000	Greg Troutman	Larkspur, CA

Galaga (NES)

18,059,010	Matt Hardwick	Bothell, WA
16,002,690	Angela Aardahl	Hollywood, CA
6,015,700	Cheryl Verwolf	Puyallup, WA
4,229,670	Ken White	Nikiski, AK
3,506,960	Ryan Koenig	Greenley, CO
1,433,860	Paul Vessels, Jr	Maxwell, CA
1,171,170	Robert Locke	Leesville, LA
1,015,440	Mike Fair	Richmond, BC, Canada
873,060	Thomas C. Wesley	Cincinnati, OH
775,100	Jeff Snyder	Bakersfield, CA
608,930	Randall Mangum	San Antonio, TX
258,740	Gary Maramuto	Harbor City, CA

Gauntlet II (NES)

12,730	Pete Rocha	Freehold, NJ

Genghis Khan (NES)

Finished	Leonard Canarsky	Oakland, NE
Finished	Arselio Gerardo	Miami, FL

Ghosts N Goblins (NES)

4,014,400	Brian Walker	St Louis, MO

3,965,090	Matt Hahn	Saratoga, CA
2,312,100	Joe Borges	Antioch, CA
1,552,500	Shawn Bolen	Miamisburg, OH
1,127,600	Kristopher Sutton	Alpine, CA

GI Joe (NES)

Finished	Brian Pruitt	Henderson, KY
Finished	Henry Walsh	Douglas, GA
Finished	Greg Palk	New Milford, NJ
Finished	Andrew Fitzgerald	Virginia Beach, VA
Finished	Joseph Orawsky	Philadelphia, PA
Finished	Josh Kohn	Eau Claire, WI
Finished	Matt Kramer	Grand Forks, ND
Finished	Stephen & Paul Ruddell	Kailua, HI
Finished	Derek Lee	Brooklyn, NY
Finished	Tyler Chancellor	Midland, TX
Finished	Luke Morgan	Northeast, PA
Finished	Daniel Banghu	Lexington, MS
Finished	Brad Foster & Steve Salyer	Williamsburg, VA
Finished	Clint Ellis & Michael Lawson	Hopkinsville, KY
Finished	Lawrence Sadaka	New York, NY
Finished	Tim Siemplinski	Broadview, IL
Finished	James Shew	Surrey, BC, Canada
Finished	Cameron Gandevia	Surrey, BC, Canada
Finished	Richie Newman	Chickasha, OK
Finished	Chris Harris	Chickasha, OK
Finished	Raul Rathbun	Fruitport, MI
Finished	Brandon Jones	Marshall, TX
Finished	Kevin McCane	Seminole, FL
Finished	Jazzman Bates	Dallas, TX
Finished	Kristopher Shaub	New Freedom, PA

GODZILLA (NES)

11,111,310	David Wright	
11,102,640	Michael Arnold	Hilton, NY
10,999,880	Howard Lee	Brooklyn, NY
10,975,800	William McLean	Suitland, MD
8,522,910	Christian Saborio	Guadalupe, Costa Rica

Game Edition that Ends:

Finished	Tom Oakes	Kensington, CT

GOLF (Game Boy)

-24	Scott Looker	Denmark, WI
-20	Dorothy Islick	Brooklyn, NY
-18	Mark Hamel	Sarasota, FL
-17	Bob Feldman	Corvallis, OR

GOLF (NES)

Lowest Scores:

-29	Gary Smith	Mason City, IL
-25	Phil Macsisak	Portland, OR
-24	Roy Cerrito	Los Gatos, CA
-24	Don Steik	Buena Park, CA
-23	Glenn Arthur	Tulsa, OK
-23	Brent Castleman	Minot, ND
-23	Jeremy Googe	Rome, GA
-23	Scott Horton	W. Liberty, FL
-23	Terry Johnson	Seattle, WA
-23	Albert Mazeika	Tucson, AZ
-23	Geronge Nunes	New Bedford, MA
-23	Cory Ray	Memphis, TN
-22	Justin Hart	Joliet, IL

-22	David Temkin	Riohboro, PA
-22	Joe Palotta	Staten Island, NY
-22	Richard Scott	Fresno, CA
-22	Brian Pawlik	Kenmore, NY
-22	Alex Vaishville	Santa Clara, CA
-22	Roland F. Harbour, Sr	Pawtucket, RI
-21	Mark Liszewski	Webster, TX
-21	Steve Phelps	Modesto, CA
-21	John Raburn	Huntingdon Beach, PA
-21	John Sullivan	Brighton, MA
-19	Richard Hanson	Gresham, OR
-19	Dirk Hoehn	Belmar, NJ
-19	Neil Lizaso	Evanston, IL
-19	Robert Peregoy	Canton, OH
-18	Ken Schoener	Euless, TX
-16	Ron Fukugama	Napa, CA
-15	Rodger Zimmerman	Conway, AS
-14	Dan Driscoll	Ballwin, MO
-12	Stan Traxler	Redmond, WA

Golgo 13 (NES)

Finished	Nathan Hamre	Bellflower, CA
Finished	Eric Smith	Vandalia, OH
Finished	Jean Desrosiers	Westport, MA

Golgo 13: The Mafat Conspiracy (NES)

Finished	Luigi Spezzacatena	Union City, NJ

Gotcha! (NES)

999,990	Richard Baron	Highland Park, IL
999,990	Robert Diaz	Lorain, OH
999,990	Jeffery Keller	Philadelphia, PA

999,990	Jonathan Martin	Bloomingdale, OH
999,990	Robby Saffer	Youngstown, OH
999,990	Aaron Sanders	Dorraville, GA
999,990	Erik Zandt	Waxahachie, TX

Gradius (NES)

9,999,900	Danny Adams	Kent, WA
9,999,900	John Burch, III	Florence, AL
9,999,900	Jamie Clark	Virginia Beach, VA
9,999,900	John Fornicola	Long Branch, NJ
9,999,900	Gil Green	Anaheim, Ca
9,999,900	Jon Henry	San Francisco, CA
9,999,900	Edward Lan	Rancho Palos Verdes, CA
9,999,900	Howard Moneta	Santa Monica, CA
9,999,900	James Musson	O'Neil, NE
9,999,900	John Rich	St Louis, MO
9,999,900	Lon Sparango	Brook, CA
9,999,900	Joshau Turley	Phoenix, AZ
9,918,600	John Duff	Kailua, HI
9,918,500	Richard Cottage	Omaha, NE
8,759,400	Jason Kalayjian	Huntington Beach, CA
3,990,700	Kyle Frankse	Kenmore, NY
3,729,400	Steve Charleston	Lincoln, NB
2,098,899	Santiago Aceves	Houston, TX
1,191,100	Linda Hemingway	Salt Lake City, UT
1,035,100	Paul Lueck	Port Orange, FL
625,900	Danny Medal	Miami, FL

Gradius III (NES)

Finished	Walton Cheuny	N. Haven, CT
Finished	Steve Dullum	Farmington, MN
Finished	Jonathan Deonarin	Mt Airy, MD

Finished	Matt Brown	Layton, UT
Finished	Ray Coble	Bellingham, WA
Finished	Shane Bouffiou	Bellingham, WA
Finished	Denny Wong	New York, NY
Finished	Barney Anda	Phoenix, AZ
Finished	Mark Graves	Yakima, WA
Finished	Buz Van Dyne	Fresno, CA
Finished	Jason Long	Lebanon, TN
Finished	Eric Spagna	Springfield, MA

Gremlins II: The New Batch (NES)

Finished	Chris Mansfield	Amherst, NH
Finished	Justin Redmond	Bay Shore, NY
Finished	Daniel Studnicky	N. Creek, NY
Finished	Joseph Duong	Elmhurst, NY
Finished	Kevin Spears	Stanford, KY
Finished	Nicky & Frank Santaniello	Revere, MA
Finished	Bruce Mahnke	Doylestown, PA
Finished	Ryan Knapp & Dan Pisek	Indianapolis, IN
Finished	Jeremy Spring	Grand Cane, LA
Finished	Benjamin Mize	Emerald Isle, NC
Finished	Timothy Loo	S. San Francisco, CA
Finished	Steven McComas & Gary Greene	Jacksonville, NC
Finished	Andy Hochmuth	Toledo, OH
Finished	Black Carroll	Rolling Hills, CA
Finished	Mike Gelter	Huntington Beach, CA
Finished	Joey Van Pelt	Richmond, VA
Finished	Don Jerald Hipalito	Daly City, CA
Finished	Pete Romaskiewicz	Matawan, NJ
Finished	Chris Surico	Plainview, NY

Guardian Legend (NES)

9,999,990	Eric Basaraba	Wilton, ND
9,999,990	Leigh Beavers	Chapel Hill, NC
9,999,990	Roger Cain	Scottsdale, AZ
9,999,990	Paul Cowan	Navato, CA
9,999,990	Rob Hamor	Petersburg, PA
9,999,990	Todd Heusman	Carleton, MI
9,999,990	Scott Kravelick	Allentown, PA
9,999,990	Peggy Lundquist	Honesdale, PA
9,999,990	Matthew Mecca	Bolton, CT
9,999,990	Pamela Ream	Lancaster, PA
9,999,990	Mike Love	Mt Pleasant, TX
9,999,990	Michael Stetter & Scott Grubbs	Erlanger, KY
9,999,990	Michael Tanaka	San Jose, CA
9,999,990	Lee Townsend	Clay, KY
9,999,990	Shawn Zeller	Bartley, NE
9,999,990	Frank D. Maruca	Ambridge, PA
9,999,990	Joe Iacolino	Enfield, TN
9,999,990	Mitchell Gibson	Vacaville, CA
9,999,990	Gene Alexander	Westfield, IN
9,790,590	Steve & Ragen Hart	Vancouver, BC, Canada
9,694,390	Scott Olson & Chris Morreim	Minneapolis, MN
9,527,280	Joshua & Susan Lara	Chicago, IL
9,527,280	Tony & David Czerniecki	Chicago, IL
9,373,090	Elind Rios	Brooklyn, NY
8,747,870	Claudia Hill	Tampa, FL
8,621,030	David Parker	Ferndale, MD
8,418,940	Clinton Fleming	San Jose, CA
7,597,370	Joe Macaluso	Totowa Borough, NJ
6,958,940	Tony Chavarria, Jr	Espanola, NM
6,865,260	Don Cohen	Fairfax, VA
6,508,620	Eric & Sheldon Chan	Monterey Park, CA

6,508,620	Chris Cousins	Monterey Park, CA
5,085,470	Michael Campana	Poland, OH
3,417,600	Joseph Yi	Chula Vista, CA
2,817,720	Lyla Nabuli	Cairo, GA

Guerilla War (NES)

1,079,500	Gerald Saputra	Diamond Bar, CA
300,500	Robert Zlotow	Chicago, IL
219,400	Stefan Zarzynski	–
220,999	Brandon Fredericks	Chalmotte, LA

Gunsmoke (NES)

999,990	Matt Burns	Salisbury, MD
999,990	Matthew Ciccati	San Diego, CA
999,990	Nadav EnBer	Worcester, MA
999,990	Terry Hershner	Durham, NC
999,990	Ian Kidd	Nassau, NY
999,990	Chris Kinney	Hollis Center, ME
999,990	Brian Lamb	Orlando, FL
999,990	Johnny Pace	Wasley, SC
999,990	David Vitaletti	N. Branford, CT
999,990	Gabriel John Weidman	Marysville, GA
999,990	Ulises Caraballo	Bronx, NY
999,980	Frankie Weag, IV	Union, NJ
960,430	Aaron Pash	Vista, CA

Gyruss (NES)

9,999,990	Mike Moore	Phoenix, AZ
5,722,500	Jason Nichols	Perris, CA
4,505,500	John Theetse	Coventry, RI
3,478,250	Willie Jackson	Los Angeles, CA
3,068,250	Richard Stephan	Woodinville, WA

2,629,550	Ronald Goldstein	Brooklyn, NY
2,373,900	Marc McQuay	Baltimore, MD
1,576,600	David Edminster	Greeley, CO
1,396,300	Allan Baillie	Los Osos, CA
1,013,050	Kevin A. Polcovich	Coraopolis, PA
465,650	Matt Eastwood	Overland Park, KS
179,650	Greg Troutman	Larkspur, CA

Hogan's Alley (NES)

999,900	Matt Fore	Wyandotte, MI
999,900	Michael Kirsch	Clayton, NC
999,900	Jason Wilson	Iowa City, IA
999,900	Brian Wong	Orange, CA
999,800	Chad Harrigan	Sacramento, CA
999,500	Steve Rowe	Corvalis, OR
999,000	David Treece	Austin, TX
998,200	James Curcuruto	Port Jervis, NY
997,600	Ryan Cawthon	Riverdale, GA
995,300	Scott Pietryka	Renton, WA
988,400	Joshua weingard	Lake Carke Shores, FL
957,600	Tom Bowman	Coos Bay, OR
888,500	Randy Neuman	Houston, TX
835,200	Jason Searcy	Ozark, AL
828,900	Erich Lindeman	Homewood, IL
826,100	Kristopher Nelson	New Brighton, MI
812,200	Adam Oliva	Hammonton, NJ
781,600	Mike Holmes	Bridgewater, MA
778,100	David Harrison	San Diego, CA
722,200	David Stein	Foster City, CA
691,900	Mike Detloan	Milford, MI
648,900	Nakia McCauley	Wakefield, MA
587,900	Will Griffith	Antioch, TN
563,500	Kris Fuston	Jasper, TX

562,200	Stephen Thomas	Davenport, IA

Home Alone (Super NES, 1992)

Players Able to Finish:

Finished	Beau Breon	Wheat Ridge, CO
Finished	Anthony Bonta	San Leandro, CA
Finished	Fred DeLeon	Grand Prairie, TX
Finished	Adam Busey	Arlington, OH
Finished	Brian O'Donnell	Acton, MA
Finished	Debra Greene	Grand Junction, IA
Finished	Derek Johnson & James Rabon	–
Finished	Micjelle & Jerry Morgan	Scranton, PA
Finished	Scott McWade	Melbourne, FL
Finished	Mike Schultz	Ballston Spa, NY
Finished	Moah Burnstein	Petersburg, NY
Finished	Ryan Wood	Portsmouth, RI
Finished	Chris Grimes	Lebanon, IN
Finished	David Patterson	Canton, TX
Finished	Edgar Maldonado	Freeport, NY
Finished	Jordan Gastwirth	Moorpark, CA
Finished	Koji Fox	Aloha, OR
Finished	David Marcantonio	Sanger, CA
Finished	Kevin Moot	Eden Prairie, MN

Home Alone (NES)

136,390	Peter Boadry	–

Hudson's Adventure Island

439,820	Ray Lafayette	Omaha, NE
391,210	Patrick Durham	San Francisco, CA
366,240	Alejanro Huerta	Madera, CA
337,070	Jennifer Tyll	Sterling Heights, MI

333,240	Benjamin Sanchez	San Antonio, TX
301,400	Nathan Fogel	New Cumberland, PA
118,180	Wayne Costa	Brentwood, NY

Hudson's Adventure Island II

Finished	Devon Schad	Boulder, CO

The Hunt for Red October

Finished	Reid Worth	Austin, TX

Hydlide (NES)

Finished	Matt Beaudoin & Brad Vecellio	Norway, MI

Image Fight (NES)

Finished	Andy Preston	LaGrange Park, IL

Ikari Warriors III (NES)

Finished	Jeremy Thompson	Tyler, TX
Finished	Scott Hastings	Reading, MA
Finished	Winn Smith & Andy Metz	Lockhart, TX

The Immortal (NES)

Finished	Terry Bober	Biwabik, MN
Finished	Jerald Waack	Muscatine, IA
Finished	Evan Taylor	Conyers, GA
Finished	Dennis Tamosan	Hilo, HI
Finished	Travis Barlow	Zachary, LA
Finished	Len Wolda	Marietta, GA
Finished	Steve Thiel	Greeley, CO
Finished	Shane Hambright	Atkins, AR

Finished	Brian Szuman	Lexington, SC
Finished	Anthony Anzalone	Staten Island, NY
Finished	Bronson Shelton	Pearl City, HI
Finished	Owen Ryan	S. Amboy, NJ
Finished	Brooken Smith	Louisville, KY
Finished	Samuel Lee	San Dimas, CA
Finished	Ryan Haines	San Springs, OK
Finished	Patrick McCarthy	Highland Springs, VA
Finished	Ward Nelson	Smolan, KS
Finished	Brett Franklin	Mission, BC, Canada
Finished	Dan Talboys	Boyne City, MI
Finished	Larry Harnden	Edmonds, WA
Finished	Matt Psinas	Pekin, IL
Finished	Victor Maas	Aiken, SC
Finished	Marshall Marion	Las Vegas, NV
Finished	John Nemeth	Seattle, WA

Indiana Jones & the Last Crusade (NES)

Finished	Jonathan Johnson	Morganton, NC

Indiana Jones & the Temple of Doom (NES)

9,999,999	Denise Allen	Uniondale, NY
9,999,999	Chad Gilbert & Brian Andrews	Clarkston, WA
9,999,999	Andrew Barnes	Orange Park Acres, CA
9,999,999	Robb Edinburg	Chestnut Hill, MA
9,999,999	Matt Martin	Austin, TX
9,999,999	Dan McDonough	W. St Paul, MN
9,999,999	Delroy Skeen	Corona, NY
9,999,999	David Walker	New Castle, IN
9,999,999	Tory Smith	Duncanville, TX
9,999,999	James Topolski	Buffalo, NY
9,999,999	David Walker	New Castle, IN

9,999,999	Michael Zimmers	Blairsville, PA

Indy Car Challenge (NES)

Top Points in a Season:

466	Zack Gerbozy	Hudson, WI
372	Steven Boyd	Richmond, VA

Ironsword (NES)

1,314,416	Jeff Adkins	
904,000	Jason Abdallah	Moorhead, MN
662,109	Christopher Crooker	Birmingham, AL
629,254	Joe Kohler	Winslow, AZ
617,550	Mike Durfey	Memphis, TN
594,193	Craig Stimmel	Colville, WA
120,201	David DeSantis	Watsonville, CA

Iron Tank (NES)

955,500	John Phung	Novato, CA

Game Edition that Ends:

Finished	Bill Derouin	Providence, RI

Jack Nicklaus Golf (NES)

Lowest Golf Scores:

-22	Paul Ricchio	Racine, WI
-20	Mike Streeter	Copake, NY

Jackal (NES)

2,468,150	Jody Moore	Kingston, TN
1,244,950	Rod Harvey	Austin, TX

1,094,850	Rick Stellick, II	LaCrescent, MN
999,910	Maurice James Bajcz	Lyndora, PA
806,620	Karl Friedenberger	Altoona, PA

Jaws (NES)

1,289,170	Josh Huyler	Toms River, NJ
1,250,320	Aaron Scheuerman	El Cajon, CA
1,020,350	Brendon Sutton	Altmore, AL
1,018,330	Mike Friedman	Paramus, NJ
349,000	Chris Hammett	Baltimore, MD
245,910	David Politzer	Columbia, MD
217,740	Joel Wolitzer	W. New York, NJ

Jaws, The Revenge (NES)

1,092,480	Chris Cox	Ayden, NC
1,000,450	Jim Russell	Tulsa, OK
369,470	Andy Whitmeyer	Lebanon, OH
299,420	Troy Potts	Tulare, CA
78,670	Steve Woods	W. Orange, NJ

Joe & Mac (Super NES)

Finished	Brian Peterson	Hendersonville, TN
Finished	Chris Dunham	Meeker, CO
Finished	Eric Nelson	Jamestown, NY
Finished	Kevin Scott	Mt Vernon, KY
Finished	Mike Ihly	Denver, CO
Finished	Adam Lowry & Erik Jones	Centralia, IL
Finished	John Batt	La Crescenta, CA
Finished	Michael Waldmer	Mound City, KS
Finished	Jonathan Goldberg	Hawthorne, NJ
Finished	Erik Lunburg	Woodbridge, NJ
Finished	Chip Fanning	Milford, MA

Finished	Kimberly Bibbo	Westchester, PA
Finished	Mario Simeone	Levittown, PA
Finished	Eric Pierce	Hackettstown, NJ
Finished	Casey Hilliard	Kenmore, NY
Finished	AJ Maynard	Waverly, OH
Finished	Brian Nelson	Middletown, MD
Finished	John Mayoral	Bolingbrook, IL
Finished	Ryan Amos	Cleveland, OH
Finished	Justin Street	Tacoma, WA
Finished	Stephen LeBlanc	W. Wego, LA
Finished	Trevor Bandor	Newark, NJ

Jordan vs. Bird: One-On-One (NES)

Best Score vs. Computer

171 points	Jim Goble	Blountsville, AL

Kabuki Quantum Fighter (NES)

6,957,990	Eduoard Charbonneau	–
6,676,870	Ron Hallberg	–
6,590,380	Ken Murphy	–
6,557,640	Mike Gentry	–
6,236,530	Andrew Walker	–

Game Edition that Ends:

Finished	Matt Jandecka	N. Olmstead, OH
Finished	Frank Cipparone	Philadelphia, PA
Finished	Shane Smith	Brookings, SD
Finished	Terry Airhart	Houma, LA

Karate Champ (NES)

999,900	Donnell Dukes	Inkster, MI

999,900	Joe Facciani	Johnstown, PA
999,900	David John Garozzo	Morrisville, PA
999,900	Byron Kerford	Oklahoma City, OK
999,900	Joseph Malone	Chicopee, MA
999,900	Josh Meyers	Independence, MO
999,900	Brian Richardo	Atwater, CA
999,900	Philli Schwanke	S. Bend, IN
999,900	Brian Schuck	Clayton, IN
999,600	Scott Steffy	Bend, OR
999,500	Chris Rackos	Oak Lawn, IL
999,100	David Long	Shallowwater, TX
557,200	Peter Boadry	–
428,800	JJ Brown	Stella, NC
148,600	Adrian Luna	Laurel, MD
50,000	Debra Markarian	Chelsea, MA

Karate Kid (NES)

9,999,900	Ulises Caraballo	Bronx, NY
9,999,900	Joe Poturas	Green Brook, NJ
9,999,900	Mark Swinning	Waverly, OH

Karnov (NES)

534,500	Ralph Mendes	–

Ken Griffey Jr's Winning Run

Top Home Run Totals:

35	Jason Imhoff	Monsey, NY
30	John Kemp	Omaha, NE
25	Kevin Rossler	Midland, TX
24	Rand Caballero	San Jose, CA
24	Keith Ryker	Stephens City, VA
23	Seth Thomas	Norman, OK

21	Charles Fargo	Annandale, VA
21	Jason Yu	San Gabriel, CA
20	Joey Salvo	Bronx, NY
17	Justin Frederick	Seaside, CA
17	Adam Price	Jacksonville, FL
17	Zach Stinner	Fairlawn, OH
17	Brian Tse	Willowdale, ON, Canada
17	Ricky Williams	Georgetown, KY
16	Rowan Murray	Lebanon, NJ
15	Robert Borzychowski	Niagara on the Lake, ON, Canada
15	Brian Kerska	Rochester, MN
13	Brian Falasca	Fairfield, CT
12	Larry Licht	Sewell, NJ

Longest Home Run:

503 feet	Seth Thomas	Norman, OK
502 feet	Miles Martin	Bobcaygeon, ON, Canada
502 feet	Paul Orovets	Chardon, OH
502 feet	Daniel Overbey	Clinton, IN
502 feet	Billy Pykus	Ashtabula, OH
502 feet	Brandon Readfearn	Vader, WA
502 feet	Derek Readfearn	Vader, WA
502 feet	Zach Stinner	Fairlawn, OH
501 feet	Brian Duda	Gardner, MA
501 feet	Austin Greco	Scottsbluff, NE
500 feet	Charles Chiodi	Gardner, MA
500 feet	Tommy Leavy	Westwood, NJ
500 feet	Christopher Tang	Jamesburg, NJ

Ken Griffey Jr Presents MLB (Super NES)

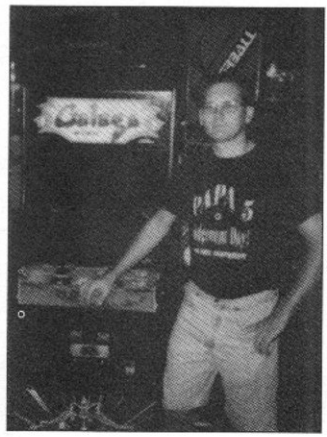
Most Home Runs in a Season:

193 HR	Bernard Fagan	Middletown, RI
95 HR	Ken Walker	Derry, NH
75 HR	Vinny Lucas	Sacramento, CA
70 HR	Todd Sorenson	Superior, WI
65 HR	Henri Northern	Millington, MI
63 HR	Keven Wisch	Hackettstown, NJ
59 HR	Trey Sharman	Savannah, GA
54 HR	Casey Stec	Downers Grove, IL
53 HR	Christopher Shrake	Taylor Ridge, IL
52 HR	Davey Meyer	Phoenix, AZ

Most Games Won in a Season:

162-0	Richard Pate	Buhl, AL
162-0	CJ Roberts	St Amant, LA
162-0	David & Joshua Williams	San Jose, CA

Steve Krogman is the Team Captain of ***Twin Galaxies' All-Star Team*** in Chicago. As a talent scout for the greater Chicago area, Krogman verifies scores and evaluates skills for those players who apply for the annual ***Chicagoland Competition*** which produces the champions representing Chicago at the ***Coronation Day Tournament (World Championship)***.



Kickle Cubicle

Finished	Cathy Johnson	Laurel, MD
Finished	Brent Parker	Lompoc, CA
Finished	Mike Lesniak	Redford, MI
Finished	Jamie Walsh	Redford, MI

Kickle Cubicle (NES)

1,404,800	Greg Troutman	Larkspur, CA

Kid Cool (NES)

Finished	Mark Palmsiano	Rolling Meadows, IL

Kid Icarus (NES)

9,999,999	Allison Quade	Sioux City, IA
9,999,999	Jeff O'Brien	Glendora, CA
9,999,999	Scott Nelson	White Bear Lake, MN
9,999,999	David Brown	Atlanta, GA
9,999,999	Mark Bugalski	Milwaukee, WI
9,999,999	Russel H. Cullen	Key Largo, FL
9,999,999	Richard Cundari	Staten Island, NY
9,999,999	Mike Daniels	Muncie, IN
9,999,999	Nicole Oppedisano	Albany, NY
9,999,999	Liam Page	Burlington, VT
9,999,999	Gray Peterson	Milwaukee, WI
9,999,999	Michael Ratliff	Columbus, GA
9,999,999	Sean Sbreagia	Ft Wayne, IN
9,999,999	Chris Armstrong	Prescott, AZ
9,999,999	Edwardo Castro	Torrance, CA
9,999,999	Patrick Donovan	Boston, MA
9,999,999	George Nabus	Kent, WA
9,999,999	Chris Bar	Salem OR

9,999,999	Donald Reynolds	Long Beach, CA
9,999,999	Francis Kasper	Middletown, PA
9,999,999	Herman Lee	Overland Park, KS
9,999,999	Nina Richie	Louisville, KY
9,999,999	Robert Konkel	Webster, MA
9,999,999	Chris Brickner	Sheboygan, WI
9,999,999	David McKee	Granite City, IL
9,999,999	Frank Radomski	Mystic Island, NJ
9,999,999	Rick Hover	Hornellm, NY
9,999,999	Steven Beckstead	Havre, MT
9,999,999	Willy Kinsella	Medfield, MA
9,999,999	Pam Francis	La Quinta, CA
9,999,999	Billy Fuller	San Antonio, TX
9,999,999	Tony Kamendat, Jr	Goodels, MI
9,999,999	Steven Shelton	Cochranville, PA
9,999,999	Donald Sims	Graham, TX
9,999,999	Don Frazier	Sugarland, TX
9,999,999	Mike Grossman	Canton, OH
9,999,999	Donnie Pulliam	Greenville, NC
9,999,999	Jason Rollins	New York, NY
9,999,999	Lon Sparango	Fallbrook, CA
9,999,999	Warren Chang	Flushing, NY
9,999,999	David Campbell	Ft Leonard Wood, MO
9,999,999	Brian Gatti	Manhasset, NY
9,999,999	Gary Herman	S. Orange, NJ
9,999,999	Jim Hernandez	Fremont, CA
9,999,999	Jarrad McEnelly	Anna, IL
9,850,844	Adam Smith	Newport, CA
9,850,844	Eric Nelson	Newport, CA
2,777,587	Mike Piscitelli	Elmhurst, IL
899,990	Scott Callahan	–
856,990	Tim Bechel	–
823,850	Shane Evans	–

812,250	Erik Carlson	–

Kid Niki (NES)

3,609,500	Joseph Moses	Luana, IA
1,592,700	Isaiah Pistner	Webster, NY
1,001,800	Paul Hickey	Larchmont, NY
999,500	Johnny Overall	Oceanside, CA
549,200	Kacy Kliment	Fond du Lac, WI
547,500	Kevin Detert	Fond du Lac, WI
288,900	Alex Chavez	Covina, CA

Killer Instinct (Super NES)

Top Combo Scores:

1,062,800	Nathan Lukianenko	Kitchener, ON, Canada
1,062,500	Michael Giguere	St-Nazaire, PQ
1,057,200	Brian, Adrian & Steve Zareno	Carson City, NV
1,042,000	Derek Vieira	Concord, CA
1,025,000	David Crawford	Auburn, WA
1,012,500	Efthimios Georgakakos	Lachute, PQ
1,012,500	Aaron Smith	San Antonio, TX
1,012,500	Al Tilman	Pecos, TX
1,004,200	Scott Isokane	Honolulu, HI
1,002,500	Scott Chatterson	W. Clearfield, UT

Top Speed Demon Times:

5:57	Robert Broussard	Jefferson, GA
5:59	Glen Gullickson	Chippewa Falls, WI
6:12	Martin Chamorro	Azusa, CA
6:22	Aaron Smith	San Antonio, TX
6:24	Jesse Buckler	Las Vegas, NV
6:25	Brian Beltran	El Monte, CA
6:33	Danny Li	El Monte, CA

6:47	Brian Zareno	Carson City, NV
6:54	Mike Bogenschutz	Bailey's Harbor, WI
7:05	Jeremy Wilson	Sandy, UT
7:18	Eric Lavender	Brookfield, WI
7:42	James Baccellieri	Virginia Beach, VA
7:52	Cassidy Hansen	Frankfort, IL
8:02	Byron Mayfield	Joplin, MO
8:46	Keith Wieland	Mt View, CA
8:48	Timothy Webb	Crown Point, IN
8:49	Jamie Garza	Woodbridge, VA
9:05	Jess Tucker	Orangeburg, SC
9:12	Hanh Court	Buzzards Bay, MA
9:34	David J. Murphy	N. Canton, OH
9:40	Eric Studee	Sussex, WI
9:48	John Dailey	Elizabeth, WV
9:52	Mike Conner	Great Falls, MT
9:59	Nick Sendelbach	Tempe, AZ
10:27	Eric Sutton	Bainbridge Island, WA
10:32	Paul James Arcano	McAllen, TX
11:10	Kris Bates	Lubbock, TX
11:44	Michael Olden	Salinas, CA
12:52	Jeff Gasikowski	Elk Grove, IL

Killer Instinct

Top Orchid Scores:

152,500	Jared Barron	Monroe, MI
152,500	Michael Gabianelli	Seymour, CT
152,500	William Gorga	Chicago, IL
152,500	Michael Hernandez	Wilmington, CA
152,500	Brett Hudson	Garden City, KS
152,500	Chris Langford	Sioux Falls, SD
152,500	Kevin McDaniels	San Clemente, CA
152,500	Robert Vigeant, Jr	Browns Mills, NJ

Finished Killer Instinct without Using a Continue:

Finished	Joshua Anderson	Edmonton, AB, Canada
Finished	Scott Aston	Riverside, CA
Finished	Jason Billups	Pensacola, FL
Finished	Kevin Briggs	Mt Vernon, OH
Finished	Matt Burdine	Weirton, WV
Finished	David Chandler	Oxnard, CA
Finished	Albert Bohan Chen	Monrovia, CA
Finished	Michael Clark	Pelzer, SC
Finished	Luis Cordova	Mission, TX
Finished	Justin Darnell	Jefferson, NC
Finished	Derrick DesRoches	Miscouche, PE
Finished	Philip Eggleston	Carrollton, GA
Finished	Kurt Erwin	Cottage Grove, OR
Finished	Adam Fry	St Louis, MO
Finished	Fràdàric Gauthier	Chicoutimi, PQ
Finished	Robb Giddings	Durham, NC
Finished	Nolan Jacobs	Winfield, KS
Finished	Nathan Jefferies	Independence, KY
Finished	Eric Johnson	Palatine, IL
Finished	John Kemp	Omaha, NE
Finished	Danny Li	El Monte, CA
Finished	JoÉo MagalhÉes	Caldwell, NJ
Finished	Travis Masuda	Kaneohe, HI
Finished	Jaron McClain	Eugene, OR
Finished	Kenny McHoes	Cody, WY
Finished	Allen Pegram	Los Angeles, CA
Finished	Evan Pollino	League City, TX
Finished	Danny Reckman	Cincinnati, OH
Finished	Zachary Silvero	Newton, NJ
Finished	Robert Vigeant, Jr	Browns Mills, NJ
Finished	Matthew Voigts	Clarion, IA
Finished	Matt Woo	Germantown, TN

Finished	John Woodring	Hazleton, PA
Finished	Brian Yourdan	Benton, City, WA
Finished	Chris Anciano	Cerritos, CA
Finished	Brent Arnold	Quincy, IL
Finished	Benjamin Benzio	Connellsville, PA
Finished	Justin Breidenbach	Milford, OH
Finished	Kyle Broderick	Jenks, OK
Finished	Patrick Byrns	Cabot, AR
Finished	Dan Chapman	Endeavor, WI
Finished	Jie Chen	San Francisco, CA
Finished	Adrian Contreras	Fresno, CA
Finished	Stanley Cwieczkowski	Mississauga, ON, Canada
Finished	Matthew DeBoer	Peoria, AZ
Finished	Jonathan Dolak	Seward, NE
Finished	Nick Emmerich	New Berlin, WI
Finished	Adrian Ferreyra	Newton, NJ
Finished	Art Galarza	Pico Rivera, CA
Finished	Andrew Gerard	Ulysses, KS
Finished	Isaac Greear	Nevada, IA
Finished	Aaron Houle	Canandaigua, NY
Finished	Henry Jenkins	Brandywine, MD
Finished	John Jurjevich	Harahan, LA
Finished	Michael Larson	Collegeville, PA
Finished	Ho the Ly	Hempstead, NY
Finished	Patrick Martin	Whiteman AFB, MO
Finished	Neil McCammon	Maryville, TN
Finished	Ed McGrogan	Whitesboro, NY
Finished	Dennis Paredes	Naugatuck, CT
Finished	Joesph Phillips	Moore, OK
Finished	David Rhodes	Columbia, SC
Finished	Jesse Silsbe	Terrace, BC, Canada
Finished	Joseph Van Orden	Edison, NJ
Finished	Nate Voelker	Valmeyer, IL

Finished	Bryan Wagner	Shavertown, PA
Finished	Scott Warren	Camrose, AB, Canada
Finished	Andrew Wu	San Jose, CA

Killer Instinct Gold (NES)

Fulgore:

80 hits	Jason Provence	Newburgh, IN

Jago:

61 hits	Jason Provence	Newburgh, IN

TJ Combo:

60 hits	Jason Provence	Newburgh, IN

Kings of the Beach (NES)

Finished	Richard Corl	Jacksonville, FL
Finished	Troy McConville	Lynchburg, VA
Finished	Matt Modica	St Louis, MO
Finished	Greg Robinson	Patchogue, NY

Kirby's Avalanche (Super NES)

Best Score on Practice Mode:

3,026,922	Matthew Neja	Chicago, IL

Kirby's Block Ball

Highest Score on Stage 1:

184,810	Peter Dyrud	Brooklyn Park, MN
146,300	Kevin Charlton	High Ridge, MS
136,330	Zachary Miller	Anchorage, AK
132,800	A. Seaton-Elliott	Hightstown, NJ

128,820	Dennis Frohlich	Devils Lake, ND

Kirby's Dream Course (Super NES)

Lowest Score on Course Eight:

14	Matthew Wach	Davenport, IA
25	Greg Graham	Arthur, IA
26	Michael Lasky	Reseda, CA

Top Gold Medals:

8 Medals	Rich Sauther	Peekskill, NY

Kirby's Pinball Land (Game Boy)

7,466,600	Carl Patrizio	Aston, FL
2,057,210	Sharon Sherriff	Oakley, CA
1,321,160	Eric Nagel	Blue Island, FL
752,720	Bill DeRoin	Omaha, NE
729,720	Jeannette Bonds	Bayside, NY
612,260	Brian Baldock	Appleton, WI
565,790	Kevin Kardian	N. Dartmouth, MA
452,980	Joshua Jordan	Green Island, NY

Kirby Super Star Deluxe

Best Times for Gran Prix Mode in Gourmet Race:

1:44:79	Rusty Wright	Converse, LA
1:46:63	Steven Philbrick	Vancouver, WA
1:46:94	Michael Yi	Cincinnati, OH
1:46:96	Chris Garmley	Fall River, MA
1:47:56	Mike Meevasin	Las Vegas, NV
1:48:23	Andrew Beckett	Sheboygan, WI
1:48:23	Adam Vierra	Castro Valley, CA
1:48:74	Blake Piper	Portland, OR

1:48:83	Chris Toledo	Gloversville, NY
1:48:86	Clint Lambeth	St Petersburg, FL
1:50:15	Eric Vanduren	Dorr, MI
1:50:70	Ethan Dogan	Warner Robbins, GA
1:50:71	Chris Tervo	Sioux Falls, SD
1:50:80	Tony Chen	Edwardsville, IL
1:51:51	Matt Lafontaine	Plymouth, MN
1:52:43	Erik Brown	Albuquerque, NM
1:52:46	Miltos Douvas	Vancouver, BC, Canada
1:52:84	Austin Mohr	Marion, IL
1:52:96	Daniel Ijadi	Great Neck, NY
1:54:59	Dirk Brewer	Sterling, MI
1:53:65	Rick Cocci	Leominster, MA
1:54:92	Jeffrey Davies	Plymouth, MI
1:55:16	Ricky Hawkins	Cottage Grove, MN
1:55:73	Jeremy Sword	Johnson City, TN
1:56:93	Mark Weaverling	Colorado Springs, CO
1:57.50	Jamie Freedman	Ann Arbor, MI
1:57.68	Michael Clarke	Sepulveda, CA
1:58.78	Joel Weik	Wolcott, CT
1:58.83	Derrick Hermansdorfer	Indialantic, FL
1:59.76	Ben Matson	Greeley, CO
1:59.96	Alex Morrow	Irvine, CA
2:07.66	Brian Sulisz	Brosseile, MI
2:08.06	Raghav Reddy	Morganton, NC

Klax (NES)

Finished	Ward Nelson	Smolan, KS

Kung Fu (NES)

927,860	Kenneth Bourda	Houston, TX
770,910	Mark Davis	Clear Lake, IA

702,190	Joe Bonaceto	Holliston, MA
699,777	Miguel Martinez	Chicago, IL
561,070	Greg Glasson	Houston, TX
471,720	Mike Wingeier	Bay City, MI
427,440	Heide Karne	Palm Desert, CA
409,190	Scott Dowalo	Idaho Falls, ID
337,550	Erik Robinson	Rochester, MI
316,920	Brian Landrum	Dallas, TX
253,030	Michael Siegel	Houston, TX

Kung Fu Heroes (NES)

11,059,200	Stephan Krogman	
2,136,600	George Allen	Uniondale, NY
1,580,500	Kevin Vogel	Wichita, KS
1,249,900	Jeremy Chambers	Nenana, AK
1,232,000	Billy Wetherholt	Mantua, OH
1,141,000	Tae Lee	Baltimore, MD
1,097,300	Seth Roby	Robins AFB, GA
1,007,000	Joe Engledow	Abilene, TX

Lagoon (Super NES, 1992)

Players Able to Finish:

Finished	Shaun Wilson	Rockledge, FL
Finished	Jason DiMalto	Albuquerque, NM
Finished	Mike Butash	Phoenix, AZ
Finished	Josh & Ben Casson	Rockville Center, NY
Finished	Len Woida	Marietta, GA
Finished	Michael Starcher	Dallas, TX
Finished	Rick Willard	Henderson, TX
Finished	Alex Gutierrez	Youngstown, OH
Finished	Carina Gibba	Jacksonville, AR
Finished	Jack Grebski	Hartsdale, NY

Finished	Katherine Sanders	Houston, TX
Finished	Michael & Adam Stewart	Warren, MA
Finished	Kevin Houston	Dahlonega, GA
Finished	Rob & Matt Parkins	Ansonia, CT
Finished	Matt Ellis	Binghamton, NY
Finished	Brian Laughlin	Racine, WI
Finished	Jason & Joe Iacolino	Agawam, MA
Finished	Jason Troisi	Vero Beach, FL
Finished	John Bollinger	Berea, OH

Lee Trevino's Fighting Golf (NES)

Lowest Golf Scores:

-16	Max Miller	Carson City, NV
-8	Neal Viltz	Tarrytown, NY

Legacy of the Wizard (NES)

Finished	Jon Sitorius	Gaithersburg, NE
Finished	Neil Andal	Viborg, SD
Finished	Andy Cismoski	Wisconsin Rapids, WI
Finished	Jerry Gray	Brookfield, MA
Finished	Ruth Johnson	Romulus, MI
Finished	Chris Kidd	Richmond, VA
Finished	David Merritt	E. Point, GA
Finished	Daniel Mitchell	St James, NY
Finished	Thomas Shelley	Huntington Beach, CA
Finished	Ryan Barton	Chicago, IL
Finished	Richard B. Hawk, Jr	Belle Vernon, PA
Finished	Jason Hurdin	College Point, NY

Legend of Kage (NES)

9,850,620	Amend Cabral	Marion, MA
5,084,450	Melissa Stanley	Greensboro, NC

4,076,670	David Maynard	Marthasville, MO
365,000	Lauren Lutz & Jennifer Scumaci	Levittown, NY
233,300	Samuel Taylor	Madison, VA

Legendary Wings (NES)

10,102,400	Alex Parker	Grand Rapids, MI
10,068,400	Errol Dempster	Canton, MI
7,710,000	Peter Otta	Big Bear Lake, CA
7,162,500	Lonnie Cox	Houston, TX
7,061,900	Karl Rudison	Austin, TX
6,773,200	George Burge	Santa Ana, CA
6,543,700	Jerry L. Underwood	Omaha, NE
5,631,300	Phillip McFee	Bowdie, SD
5,417,200	Matthew Dengler	Dobbs Ferry, NY
5,002,500	Bryce Vickmark	Jordan, MN
4,987,100	Barry Murphy, Jr	Villa Park, IL
4,146,800	Mike & Ronny Whithead	E. Detroit, MI
4,074,200	Matthew Jones	Arab, AL
3,133,000	Ealing Jahn	Cerritos, CA
2,796,700	Gary Kee	Hillsboro, OR
2,466,000	Stephen Krogman	–
2,456,900	Jeff Markum	Huntington, WV
44,500	Misty Kazimer	–

Legend of the Mystical Ninja (NES)

Finished	Rajiv Mashruwala	Houston, TX
Finished	Frank Jackson	Woodburn, OR
Finished	Craig Benetz	Philadelphia, PA

Lemmings (NES)

Finished	Charles Moody	Havre, MT
Finished	Hannah Evanson	Seattle, WA

Finished	Manny Waas	Norfolk, VA

Life Force (NES)

9,999,990	Jason Rubenstein	Lake Villa, IL
9,999,990	Jeremy Carter	Woodland, WA
9,523,410	Steve Bell	Brookline, MA
8,101,000	Jeff Boaman	Airville, PA
4,036,700	Bobby Duffy	Rowland Heights, CA
3,001,400	Mike McCulloch	Kalamazoo, MI
428,000	Brennan Stein	Montauk, NY
396,060	Doug Green	Odessa, TX
385,690	Thom Knowles	Woonsocket, RI
369,590	Phillip Murphy	Grand Rapids, MI
338,190	William Strong	Altoona, PA
277,220	Phillip Ho	Jackson, MS

Little Mermaid (NES)

Finished	Frank & Debra Noschese	Medford, NY
Finished	Ryne Saunders	Streamwood, IL
Finished	David Duman	Pleasanton, CA
Finished	Michael & Jeff Reekers	Richmond, CA
Finished	Jon Lundeen	Ashland, NE
Finished	Kevin Orcutt	Langhorne, PA
Finished	Mary & Amy Juvingo	Bartlett, IL
Finished	Carlos McElfish	Spokane, WA
Finished	Michael McDougal	Madison, WI
Finished	Zachary & Shannon Skens	Gas City, IN
Finished	Jennie Lively	Walnut Creek, CA
Finished	Melissa Kaplan	Arcadia, CA
Finished	Tracie Hurst	Auburn, CA
Finished	Jeremy Thompson	Tyler, TX
Finished	Alex Stremel	Walnut Creek, CA

Finished	Brandon Stewart	Port Byron, NY
Finished	Ben Hughes	Ashland, NE
Finished	Ken Lockman	Mullica Hill, NJ
Finished	Logan Coleman	Pikeville, KY
Finished	Joey Rathbone	Columbus, MS
Finished	Amy Foster	Strongsville, OH
Finished	Jason Eikmeier	Austin, MN
Finished	John Guari	Edina, MN
Finished	Sherry Ott	Lawrence, KS
Finished	Bradley Zellefrow	Kittaning, PA
Finished	Candy Lang	Santa Cruz, CA
Finished	Chad Parrish	Vineland, NJ
Finished	Chris Anderson	Longueuil, PQ
Finished	Eliot Goldner	Summerland Key, FL
Finished	Kevin Hadsell	Lockport, IL
Finished	Lindsay Slessor	Grimsby, ON, Canada
Finished	Pamela Green	Jersey City, NJ
Finished	Adam Graff	Pasadena, CA
Finished	Matt & Zack Morton	Bristol, TN
Finished	Jimmy Zeitschel, Jr	Pasadena, MD
Finished	Chris Tazelaar	Lockport, IL
Finished	Scott Mertz	Midway, AR
Finished	Scott Jung	Southgate, MI
Finished	Byron Pang	Los Angeles, CA
Finished	Elizabeth Rosenfield	Houston, TX
Finished	David Goodfellow	Milton, ON, Canada
Finished	Ashley Arimborgo	APO, AE
Finished	Michael Everhall	Janesville, WI
Finished	Tina Bufgan	Branchville, NJ
Finished	Michael Waters	Elizabethtown, KY
Finished	Larry & Aileen Bornasal	Lake Ronkonkoma, NY
Finished	Erica Prestwood	Harrison, NY
Finished	Missy Oberbeck	Wisconsin Rapids, WI

Finished	Jonathan Gormley	Ft Washington, PA
Finished	Catherine Cianci	Harrison, NY
Finished	Joey Jonas	Arnold, MD
Finished	Nick Brankovic	Aloha, OR
Finished	Greg Donahue	Pikesville, MD
Finished	Carol Lehet	Benton, PA
Finished	Noel Schornhorst	Ft Smith, AR
Finished	Jason Niehaus	Roswell, GA
Finished	Brandon Parker	Safety Harbor, FL
Finished	Christa Hillenbarg	Spring Valley, CA
Finished	Ricky Vergara	Spring Valley, CA
Finished	Jennifer Kerr	Galesburg, IL
Finished	David Doucette	Woodstock, GA
Finished	Elliott DiBattista	Roselle, IL
Finished	Chris Towne	Turner Falls, MA
Finished	Adam & Sarah Arkon	Tampa, FL
Finished	Amber Denny	Winston-Salem, NC
Finished	Matthew Ewert	Austin, MN
Finished	Eric Christenson	Portland, OR
Finished	Jason Pate	Las Vegas, NV
Finished	Kathryn Gillette	Albany, OR
Finished	Jimmy McCormick	Runnemede, NJ
Finished	Eric Dunlop	Ft Scott, KS
Finished	Benjamin Olson	Tigard, OR
Finished	Nicholas Ramiry	Parsons, KS
Finished	John Carroll	Henderson, NV

Little Nemo: The Dream Master (NES)

Finished	Nicky Kintanar	Elmhurst, IL
Finished	Joe Latona	Spring Valley, CA
Finished	Jason Sharman	Toronto, ON, Canada
Finished	Chris Kidd	Richmond, VA
Finished	Tyler Brezler	Quincy, PA

Finished	Sonja Jaramillo	Fontana, CA
Finished	Marcus Vigil	San Francisco, CA
Finished	Melissa Reekers	Richmond, CA
Finished	Nathan Davis	Chelmsford, MA
Finished	Joseph Randall	Enterprise, UT
Finished	John Difrenda	Cedar Grove, NJ
Finished	TJ Boyd	Concord, CA
Finished	Ricky Pyles	Camp Springs, MD
Finished	Michael Keathley	Terre Haute, IN
Finished	Philip Dearmore	Bothell, WA
Finished	John Pironti	Altoona, FL
Finished	Jerry Hlinsky	Burnham, IL
Finished	Jason Batchelder	Bloomington, MN
Finished	Brian Van Hassell	Sharon Springs, NY
Finished	Brian O'Neal	Clinton, MO
Finished	Dave Mannia	La Porte, IN
Finished	John Castiglia	Flanders, NJ

Lode Runner (NES)

1,044,200	Dan Maher	Marshfield, MA
112,600	Juan Linarte	Brownsville, TX

Low G-Man (NES)

564,900	Brian Millette	Woonsocket, RI
100,000	Paul Lucero	N. Gleen, CO

Mach Rider (NES)

353,290	JD Fothertington	Mesa, AZ

MADDEN NFL 95 (Super NES)

Most Yards Passing:

7037 yards	Chris Hoffman	Hamilton, OH
5179 yards	Adam Johanns	Osage, IA
3273 yards	Sean & Chris Arendell	Greeley, CO

Most Yards Rushing:

6334 yards	Chris Hoffman	Hamilton, OH
2431 yards	Adam Johanns	Osage, IA
1023 yards	Sean & Chris Arendell	Greeley, CO

Longest Pass Caught:

100 yards	Sean & Chris Arendell	Greeley, CO
100 yards	Dave Burmaster	Schenectady, NY
100 yards	Chris Hoffman	Hamilton,OH
100 yards	David Hoffman	Gibsonia, PA
100 yards	Adam Johanns	Osage, IA
100 yards	Steven Shields	San Mateo, CA
100 yards	Brandon Sterner	Brunswick, OH

Longest Run Made:

100 yards	Chris Hoffman	Hamilton, OH
100 yards	Brandon Sterner	Brunswick, OH

Most Total Yards:

7610 yards	Adam Johanns	Osage, IA

Most Points Scored:

245	Sean & Chris Arendell	Greeley, CO
245	Chris Hoffman	Gibsonia, PA

245	David Hoffman	Hamilton, OH
245	Adam Johanns	Osage, IA
245	Brandon Sterner	Brunswick, OH

Longest Field Goal:

59 yards	David Hoffman	Gibsonia, PA
57 yards	Chris Hoffman	Hamilton, OH
54 yards	Brandon Sterner	Brunswick, OH

MADDEN 96

Most Yards Passing:

8,031 yards	Scott Isokane	Honolulu, HI
4,698 yards	Josh Spicer	Woodinville, WA
2,278 yards	Benjamin Egan	Madison, WI
2,180 yards	Phillip Blum	Milwaukee, WI
2,141 yards	Dustin Kessinger	Champaign, IL
1,985 yards	Shaun MacMullan	Soquel, CA
1,818 yards	Adam & Andrew Clinger	Galion, OH
1,517 yards	Steve Liska	Madison, WI
1,434 yards	Keith Slouffman	Mason, OH
1,400 yards	Kenny Tesh	Frontenac, KS
1,251 yards	Nathan Conway & Chris Biggs	Silver Springs, MD
874 yards	David Simmons	W. Valley City, UT
858 yards	Jonathan Wilson	Hollywood, FL
784 yards	Alex Tripplett	Pilot, VA
741 yards	Nathan Johnson	Lexington, VA
739 yards	Samuel Nichols	Norwood, NC
672 yards	Mike Smrdel	W. Salem, OH
642 yards	Philip Sites	Billings, MT
624 yards	Robby Cunningham	Waverly, IA
619 yards	Travis Nauman	Lancaster, OH

Most Yards Rushing:

9,559 yards	Aaron Smith	San Antonio, TX
9,065 yards	Scott Isokane	Honolulu, HI
4,886 yards	Philip Sites	Billings, MT
4,130 yards	Steve Liska	Madison, WI
3,518 yards	Benjamin Egan	Madison, WI
2,933 yards	Josh Spicer	Woodinville, WA
2,709 yards	Shaun MacMullan	Soquel, CA
2,588 yards	Mike Smrdel	W. Salem, OH
2,311 yards	Adam & Andrew Clinger	Galion, OH
2,066 yards	Kenny Tesh	Frontenac, KS
1,998 yards	Phillip Blum	Milwaukee, WI
1,632 yards	Eric Jacobsen	Granby, MA
1,467 yards	Jonathan Wilson	Hollywood, FL

Some of the contestants at the Fairfield, IA, contest site during the ***1997 Video Game & Pinball Masters Tournament***.
Sitting in front, left to right: **Steven Harris, Anthony Felt, Daniel Mescon, Andrew Gallagher, Gregory Gallagher** and **Michael Macey**.
Standing, back left: **Chauncey Moulding** and **Oliver Armstrong**.
Sitting in back, left to right: **Mike Hans-Price, Matthew Tourenne, Mitra Muehlman, Randy Roe** and **Walter Day**.

1,350 yards	Mark Rowan, Jr	Shelton, CT
1,285 yards	Shawn Randall	Elkhart, IN
1,193 yards	Keith Slouffman	Mason, OH
1,053 yards	Carl Holdway	Tyler, TX
905 yards	Jamie Kurzdorfer	Warner Robins, GA
710 yards	Alex Tripplett	Pilot, VA
698 yards	Russell & Adam Goldstein	E. Meadow, NY

Longest Pass Caught:

100 yards	Benjamin Egan	Madison, WI
100 yards	Scott Isokane	Honolulu, HI
100 yards	Jonathan Nichols	Norwood, NC
100 yards	Philip Sites	Billings, MT
100 yards	Keith Slouffman	Mason, OH
99 yards	Adam & Andrew Clinger	Galion, OH
99 yards	Paul Favale	Boonton, NJ
99 yards	Eric Jacobsen	Granby, MA
99 yards	Dustin Kessinger	Champaign, IL
99 yards	Steve Liska	Madison, WI
99 yards	Shaun MacMullan	Soquel, CA
99 yards	David Simmons	W. Valley City, UT
99 yards	Aaron Smith	San Antonio, TX
99 yards	Josh Spicer	Woodinville, WA
98 yards	Alex Tripplett	Pilot, VA
97 yards	Nathan Johnson	Lexington, VA
97 yards	Travis Nauman	Lancaster, OH
97 yards	Jonathan Wilson	Hollywood, FL
96 yards	Phillip Blum	Milwaukee, WI

Longest Run Made:

100 yards	Scott Isokane	Honolulu, HI
100 yards	Shaun MacMullan	Soquel, CA

100 yards	David Nichols	Norwood, NC
100 yards	Philip Sites	Billings, MT
100 yards	Keith Slouffman	Mason, OH
100 yards	Aaron Smith	San Antonio, TX
100 yards	Mike Smrdel	W. Salem, OH
99 yards	Adam & Andrew Clinger	Galion, OH
99 yards	Benjamin Egan	Madison, WI
99 yards	Kenny Tesh	Frontenac, KS
99 yards	Russell & Adam Goldstein	E. Meadow, NY
99 yards	Eric Jacobsen	Granby, MA
99 yards	Steve Liska	Madison, WI
99 yards	Jonathan Wilson	Hollywood, FL
93 yards	David Simmons	W. Valley City, UT
92 yards	Philip Lalla	Maple Shade, NJ
92 yards	Shawn Randall	Elkhart, IN
91 yards	Phillip Blum	Milwaukee, WI
89 yards	Dustin Kessinger	Champaign, IL

Most Total Yards:

9,559 yards	Aaron Smith	San Antonio, TX
9,440 yards	Scott Isokane	Honolulu, HI
5,275 yards	Steve Liska	Madison, WI
4,886 yards	Philip Sites	Billings, MT
4,698 yards	Josh Spicer	Woodinville, WA
3,515 yards	Benjamin Egan	Madison, WI
2,871 yards	Nathan Johnson	Lexington, VA
2,588 yards	Mike Smrdel	W. Salem, OH
2,311 yards	Adam & Andrew Clinger	Galion, OH
2,184 yards	Kenny Tesh	Frontenac, KS
2,180 yards	Phillip Blum	Milwaukee, WI
2,128 yards	Dustin Kessinger	Champaign, IL
2,092 yards	Shaun MacMullan	Soquel, CA
1,724 yards	Shawn Randall	Elkhart, IN

1,656 yards	Eric Jacobsen	Granby, MA
1,645 yards	Jonathan Wilson	Hollywood, FL
1,485 yards	Alex Tripplett	Pilot, VA
1,412 yards	Mark Rowan, Jr	Shelton, CT
1,216 yards	Nathan Conway & Chris Biggs	Silver Springs, MD
1,193 yards	Keith Slouffman	Mason, OH

Most Points:

254	Adam & Andrew Clinger	Galion, OH
254	Nathan Conway & Chris Biggs	Silver Springs, MD
254	Benjamin Egan	Madison, WI
254	Scott Isokane	Honolulu, HI
254	Steve Liska	Madison, WI
254	Eric Jacobsen	Granby, MA
254	David Simmons	W. Valley City, UT
254	Philip Sites	Billings, MT
254	Keith Slouffman	Mason, OH
254	Aaron Smith	San Antonio, TX
254	Mike Smrdel	W. Salem, OH
254	Josh Spicer	Woodinville, WA
254	Kenny Tesh	Frontenac, KS
244	Jamie Kurzdorfer	Warner Robins, GA
228	Nathan Johnson	Lexington, VA
222	Russell & Adam Goldstein	E. Meadow, NY
218	Shaun MacMullan	Soquel, CA
218	Shawn Randall	Elkhart, IN
200	Phillip Blum	Milwaukee, WI
195	Dustin Kessinger	Champaign, IL

Longest Field Goal:

61 yards	Philip Sites	Billings, MT
60 yards	Shaun MacMullan	Soquel, CA

60 yards	David Nichols	Norwood, NC
57 yards	Scott Isokane	Honolulu, HI
56 yards	Josh Spicer	Woodinville, WA
55 yards	Adam & Andrew Clinger	Galion, OH
55 yards	Phillip Blum	Milwaukee, WI
55 yards	Steve Liska	Madison, WI
54 yards	David Simmons	W. Valley City, UT
53 yards	Nathan Johnson	Lexington, VA
53 yards	Jamie Kurzdorfer	Warner Robins, GA
53 yards	Mike Smrdel	W. Salem, OH
52 yards	Benjamin Egan	Madison, WI
52 yards	Dustin Kessinger	Champaign, IL

Mafat Conspiracy (NES)

Finished	Tim Lange	Forked River, NJ
Finished	Eddie Perry	Omro, WI

Magician

Finished	Tony Pointes & Jon Logan	Hayward, CA
Finished	Daniele Regazzi	Weston, ON, Canada
Finished	Eugene Crofcheck	Alexandria, PA
Finished	Ed Greenwald	Lancaster, PA

Magic of Scheherazade (NES)

Finished	Richard Bruso	Leominster, MA
Finished	Donald Cambisi	Rochester, NY
Finished	Randy Gedaroo	Pearl City, HI
Finished	Jeremy & Claire Kogler	Tustin, CA
Finished	Frank Olender	Yonkers, NY
Finished	Carole & Mahlon Peterson	Troutdale, OR
Finished	Dale Beebe	Regina, SK, Canada
Finished	Timothy Bravos	Liverpool, NY

Finished	Kathleen Dobkins	Waterbury, CT
Finished	Cheryl Meeker	Big Bear Lake, CA

MAGMAX (NES)

2,183,700	Robby Utley	Athens, TX
1,036,000	Jim Dropinski	Omaha, NE
999,900	Mark E. Lanely	Portland, OR
650,900	Alfie Perez	Mosey, NY
604,300	David Barnum	Mesa, AZ
346,100	Andy Hoffman	Elkins Park, IL
295,500	Jesse Rushing	Marietta, OK
281,100	Eric Olenslager	Lake Oswego, OR
260,000	Leslie Pechacek	Axtell, TX

MANIAC MANSION (NES)

Finished	Matt Herd	Mt Ranch, CA
Finished	Michael Savage	Gresham, OR
Finished	Jason & Randy Belthan	Garden Grove, CA
Finished	Damian Chauarria	Mansfield, TX
Finished	Nate & Carl Eppler	Franklin, TN
Finished	Pat Bredenberg	Westminster, CO
Finished	Jeremy Brown	Brooklyn, OH
Finished	Tyler Brezler	Quincy, PA
Finished	Brooks Halstead	Galena, IL
Finished	Cameron Morrison	Anchorage, AK
Finished	Jessica Sawyers	Fayetteville, AR
Finished	Jason Guyan	Vorhees, NY
Finished	David Lambrix	Aberdeen, WA
Finished	Michael Loicano & Joshua Allouche	E. Meadow, NY
Finished	Tim & Chris Perry	Orangeville, ON, Canada
Finished	Daniel Colangelo	Pickering, ON, Canada

Finished	Jory Margaritis	Wyckiff, NJ
Finished	Michael Turney	Concord, NH
Finished	Ambrose Rockwell	Glenwood, IA
Finished	Wil Maddux, Jr	Ontario, CA
Finished	Nathan Kraft	Port Carbon, PA
Finished	Andy Kalinoski	Brooklyn Center, MN
Finished	Yannick Bertrand	Longueuil, PQ
Finished	Travis Case	Carroll, IA
Finished	Sean Fluharty	Baton Rouge, LA
Finished	Tom Church	Springfield, MO
Finished	Brian & Lewis Rothkopf	Dix Hills, NY
Finished	Freddie Curtis	Brinklow, MD
Finished	David Cherella	Providence, RI
Finished	Kevin Kempe	Columbia, MS

Mappyland (NES)

266,850	Tom Schenkel	New Glarius, WI
244,570	Norma Schenkel	New Glarius, WI

Marble Madness (NES)

983,000	Wayne Montle	Guysville, OH
181,230	Robert & Calvin kates	Kokomo, IN
171,000	Jim & Shawn Harris	Oceanside, CA
164,970	Zak Knight	Oklahoma City, OK
159,120	Rafael Biard	Southampton, MA
154,970	John Jordan	Brockport, NY
147,110	Jason Turka	–
118,150	Steve Stang	Wichita, KS
104,640	Mike Huisman	Long Island, NY
98,150	Steve Langieri	Longmeadows, MA
92,630	Vivian & Chris Decker	Blairsville, PA

Game Edition that Ends:

Finished	Gary Maramuto	Harbor City, IL

Mario Bros. (NES)

9,999,950	Chris Shepard	Champaign, IL
317,750	Patrick Robinson	Grand Forks, ND

Mario Kart 64 (N64)

Bowser's Castle:

2:03:85	Japanese National Record	(5/1/97)
2:04:21	Jeff Bafus NES Game Counselor	Redmond, WA (5/1/97)
2:32:10	Andrew Gallagher	Putt Putt Golf; Fairfield, IA (4/20/97)

Banshee Boardwalk:

1:52.49	Japanese National Record	(5/1/97)
1:54.88	Jeff Bafus NES Game Counselor	Redmond, WA (5/1/97)

Choco Mountain:

1:46.84	Japanese National Record	(5/1/97)
1:47.60	Jeff Bafus NES Game Counselor	Redmond, WA (5/1/97)

Donkey Kong's Jungle Parkway:

1:58.34	Japanese National Record	(5/1/97)
2:01.56	Jeff Bafus NES Game Counselor	Redmond, WA (5/1/97)
3:06.69	Sierra Felt	Putt Putt Golf; Fairfield, IA (4/20/97)
3:09.40	Andrew Gallagher	Putt Putt Golf; Fairfield, IA (4/20/97)

Frappe Snowland:

1:49.14	Japanese National Record	(5/1/97)
1:53.88	Jeff Bafus NES Game Counselor	Redmond, WA (5/1/97)

Kalimari Desert:

1:51.90	Japanese National Record	(5/1/97)
1:57.04	Jeff Bafus NES Game Counselor	Redmond, WA (5/1/97)
2:25.32	Evan Troutt	Putt Putt Golf; Fairfield, IA (4/20/97)

Koopa Troopa Beach:

1:28.27	Japanese National Record	(5/1/97)
1:31.72	Jeff Bafus NES Game Counselor	Redmond, WA (5/1/97)
1:36.23	Daniel Mescon	Putt Putt Golf; Fairfield, IA (4/20/97)
1:44.39	David Roe	Putt Putt Golf; Fairfield, IA (4/20/97)
1:52.49	Oliver Armstrong	Putt Putt Golf; Fairfield, IA (4/20/97)
2:26.43	Randy Roe	Putt Putt Golf; Fairfield, IA (4/20/97)
2:33.40	Nick Johnson	Putt Putt Golf; Fairfield, IA (4/20/97)
2:37.34	Evan Troutt	Putt Putt Golf; Fairfield, IA (4/20/97)
2:47.16	Bruce Bennett	Putt Putt Golf; Fairfield, IA (4/20/97)

Luigi Raceway:

1:42.61	Japanese National Record	(5/1/97)

1:46.90	Jeff Bafus NES Game Counselor	Redmond, WA (5/1/97)
1:46.99	James Cruise	Mt Vernon, IN
2:00.97	David Roe	Putt Putt Golf; Fairfield, IA (4/20/97)
2:01.16	Randy Roe	Putt Putt Golf; Fairfield, IA (4/20/97)
2:02.03	Gregory Gallagher	Putt Putt Golf; Fairfield, IA (4/97)
2:25.84	Bruce Bennett	Putt Putt Golf; Fairfield, IA (4/20/97)

Mario Raceway

1:17.57	Japanese National Record	(5/1/97)
1:18.78	Jeff Bafus NES Game Counselor	Redmond, WA (5/1/97)

Moo Moo Farm:

1:18.70	Japanese National Record	(5/1/97)
1:20.82	Jeff Bafus NES Game Counselor	Redmond, WA (5/1/97)
1:37.38	Michael Macey	Putt Putt Golf; Fairfield, IA (4/97)
1:53.45	Randy Roe	Putt Putt Golf; Fairfield, IA (4/20/97)
2:00.67	Evan Troutt	Putt Putt Golf; Fairfield, IA (4/20/97)

Mushroom Cup 50 m:

1:53.88	Bruce Bennett	Putt Putt Golf; Fairfield, IA (4/20/97)

Rainbow Road:

4:05.88	Japanese National Record	(5/1/97)

4:10.69	Jeff Bafus NES Game Counselor	Redmond, WA (5/1/97)
7:08.54	Evan Troutt	Putt Putt Golf; Fairfield, IA (4/20/97)

Royal Raceway:

2:01.74	Daniel Mescon	Putt Putt Golf; Fairfield, IA (4/20/97)
2:33.52	Japanese National Record	(5/1/97)
2:36.00	Jeff Bafus NES Game Counselor	Redmond, WA (5/1/97)
3:28.81	Andrew Gallagher	Putt Putt Golf; Fairfield, IA (4/20/97)
3:41.02	Evan Troutt	Putt Putt Golf; Fairfield, IA (4/20/97)

Sherbert Lane.

1:49.28	Japanese National Record	(5/1/97)
1:54.98	Jeff Bafus NES Game Counselor	Redmond, WA (5/1/97)
2:01.57	Andrew Gallagher	Putt Putt Golf; Fairfield, IA (4/20/97)

Toad's Turnpike:

2:37.26	Japanese National Record	(5/1/97)
2:41.57	Jeff Bafus NES Game Counselor	Redmond, WA (5/1/97)
3:54.16	Nathan Herzberger	Putt Putt Golf; Fairfield, IA (4/97)

Yoshi Valley:

1:38.44	Japanese National Record	(5/1/97)
1:45.61	Jeff Bafus NES Game Counselor	Redmond, WA (5/1/97)

2:35.95	Andrew Gallagher	Putt Putt Golf; Fairfield, IA (4/20/97)
3:19.77	Evan Troutt	Putt Putt Golf; Fairfield, IA (4/20/97)

Wario Stadium:

1:25.90	Daniel Mescon	Putt Putt Golf; Fairfield, IA (4/20/97)
2:14.35	Jeff Bafus NES Game Counselor	Redmond, WA (5/1/97)
2:36.98	Andrew Gallagher	Putt Putt Golf; Fairfield, IA (4/20/97)
3:05.80	Evan Troutt	Putt Putt Golf; Fairfield, IA (4/20/97)
4:04.59	Oliver Armstrong	Putt Putt Golf; Fairfield, IA (4/20/97)

Mario's Picross (Game Boy)

Best Times in Time Trial Mode:

1:01	Mike Bogenschutz	Baileys Harbor, WI
1:03	Scott Rippey	Murrieta, CA
1:41	Chris Hoffman	Hamilton, OH
3:04	Ryan Byers	Tolono, IL
3:40	Karl Wimmer	Cloquet, MN
3:49	Justin Hoyt's Mom	Covina, CA
3:59	Jim Wilson	Jacksonville, FL
4:00	Kyle Mellander	Antioch, CA
4:20	Mike Rennick	Calgary, AB, Canada
5:00	Cheryl Hughes	Vancouver, BC, Canada

Mechanized Attack (NES)

388,100	Phillip Heyrman	Green Bay, WI

Mega Man (NES)

9,999,990	Brian & Jeff Pasicha	Arlington Heights, IL
9,999,990	Ryan Rico	Whittier, CA
9,999,990	James Coker	Riverview, FL
9,999,990	Christian Koch	Camarillo, CA
9,999,990	Jon Magnuson	Sioux Falls, SD
9,999,990	Jess Osborne	Ooltewah, TN
9,999,990	Sherry & John Baer	Las Vegas, NV
9,999,990	Eddie Kisosondi	Riverview, FL
9,999,800	Mark K. Erdman	Belmont, MA
9,999,700	Eric Dobbins	Tallahassee, FL
9,999,600	Jason Pattilo	Madison, IN
9,999,300	Philip Engel	Casitos Springs, CA
9,999,100	Ricky Parker	Berlin, MD
9,997,900	Greg Lamb	Morisstown, TX
9,997,900	Mason Sheffield	Kingsland, GA
9,913,100	Ching Vang	Santa Ana, CA
5,700,000	Hai-En, Hai-Mong Peng & Chris Sklad	Oakridge, TN
4,842,000	John Rutkowski	Naperville, IL
3,546,300	Ray Womack	Morgantown, KY
3,235,000	Andy Kurzym	Sterling Heights, MI
1,698,850	Eric Fretz	Garland, TX
1,690,000	Shane & Lane Ferguson	Moravian Falls, NC
781,500	Rob Thompson	Turnersville, NJ
277,900	Mike Gann, Jr	Enterprise, AL
24,900	Pete Rocha	Freehold, NJ

Mega Man in Dr Wily's Revenge (Super NES, 1992)

Players Able to Finish:

Finished	Jennifer Keelsly	Los Angeles, CA
Finished	Patrick Cansler	High Point, NC

Finished	Andy MvVey	Jackson, MI
Finished	Jake LeBeau	Lake Charles, LA
Finished	Carl Johnson	Mesa, AZ

Mega Man II

Finished	Adam Clausing	Palatine, IL
Finished	J. Douglas Filson	Midland, MI
Finished	Jason Fourier	Arlington, VA
Finished	Brian Halford	Severna Park, MD
Finished	Jerry Higbee & Jerrod Hansen	Cataldo, ID
Finished	Dennis Lucier	Spring Hill, FL
Finished	Glen Mason	Parkland, PA
Finished	Benjamin Silver	Olivette, MO
Finished	Simmy Thind	Milpitas, CA
Finished	Robert & Richard Yung	New York, NY
Finished	Tony Chan	New York, NY
Finished	Joshua French	St Matthews, SC
Finished	Darlene Rae	Elizabeth, NJ
Finished	Brad Zackton	Nashua, NH

Mega Man III

Finished	Ben Telle	Muscatine, IA
Finished	Sheng Wan	Lawrence, KS
Finished	Gergory Milken	Encino, CA
Finished	Adam Ouellette	E. Longmeadow
Finished	David Aleman	Detroit, MI
Finished	J'Dan Miller	Winters, TX
Finished	Oren Laskin	Vorhees, NJ
Finished	Tony Werhun	Vorhees, NJ
Finished	Tony DePhillips	Dupont, PA
Finished	Ray Shum	Indianapolis, IN
Finished	Bobby Dhimmar	Cushing, OK

Finished	Dan Genatiempo	Ft Wayne, IN
Finished	Simon & David Levesque	Bedford, NH
Finished	Mike Swier	Ripon, CA
Finished	Vincent Padua	Visalia, CA
Finished	Brian Yee	Calgary, AB, Canada
Finished	Matthew Webb	Etobicoke, ON, Canada
Finished	Nolan Alexander	Guilderland, NY
Finished	John Michael Nanfro	Rome, GA
Finished	Richard Eng	Ottawa, ON, Canada
Finished	Josh Fey	Kendrick, ID
Finished	Ryan Delozier	Lenior City, TN
Finished	Roland Belmares	Pflugerville, TX
Finished	Andrew Buckley	Centerville, UT
Finished	Tim Fody	Canton, MI
Finished	Timothy Burchfield	Bartlesville, OK
Finished	TJ Robinson	Port Huron, MI
Finished	Ben Hoeppner	Sun Prairie, MN
Finished	Chris DePalma	Arlington, TX
Finished	Tommy Hitchcock	Ponca City, OK
Finished	Bradley Kumimoto	San Bruno, CA
Finished	Tom Butler	Kirtland, OH
Finished	Scott McCain	Atoka, TN
Finished	Eric Denney	Indianapolis, IN
Finished	Michael Fleming	Stockton, CA
Finished	Richard & Stephen Frauham	Wallingford, CT
Finished	Dave Moyer	Penn Valley, CA
Finished	Frederic Trudeau	L'Assumption, PQ
Finished	Jean-Francois Connelly	L'Assumption, PQ
Finished	Christopher Tor	Milton, ON, Canada
Finished	Cindy Lee	Willowdale, ON, Canada
Finished	Michael Grieve	Midland, ON, Canada
Finished	Nathan Pongor	Edmonton, AB, Canada
Finished	Jim Nix	Lake Jackson, TX

Finished	Morgan Bosche	Richmond, BC
Finished	Travis Drake	Las Vegas, NV
Finished	Brendan McKay	Sonoma, CA
Finished	Scott Aaronson	Washington Crossing, PA

Mega Man X (Super NES)

Players Able to Finish:

Finished	Joe Manson	Ypsilanti, MI
Finished	Bryan Boyd	Austin, TX
Finished	Brian House	Tulsa, OK
Finished	Keith Schroder	Loveland, IA
Finished	Stacey Jensen	Fremont, NE
Finished	Rob Lunstead	Poughkeepsie, NY
Finished	Matt Berry	Bridgewater, NS
Finished	Victor Carpetto	Brooklyn, NY
Finished	Roy Longyhore	Greentown, PA

Mega Man X3

Completed the Blast Hornet Stage First:

Finished	Brandon Abedor	Honolulu, HI
Finished	Jonathan Albaugh	Meadville, PA
Finished	Ryan Barrett	Middletown, OH
Finished	Brian Carter	Portland, OR
Finished	Michael Chrisope	Springfield, MO
Finished	Delbert Curio	Lewiston, MI
Finished	Matthew Daniels	Riverview, FL
Finished	Evan Foley	Jackson, NJ
Finished	Nick Franklin	Arcata, CA
Finished	Elneedna Graham	Newark, NJ
Finished	Beverly Hartzog	Jefferson City, MO
Finished	Denny Kochert, Jr	Georgetown, IN
Finished	Billy Kohls	Cedar Falls, IA

Finished	Joseph Lara	Hurst, TX
Finished	Jeffrey Liske	Calgary, AB, Canada
Finished	Rannel Liwanag	San Diego, CA
Finished	Michael Rhaney	Raleigh, NC
Finished	Alan Sanchez	Menomonee Falls, WI
Finished	Barney Santiago	Oak Harbor, WA
Finished	Steven Schade	Rockford, IL
Finished	Matt Shay	Aberdeen, WA
Finished	James Stevenson	Nassau, NY
Finished	Bryan Valeria	Saranac Lake, NY
Finished	Mike Vollmer	Great Bend, NY
Finished	Kelley White	Atlanta, MI
Finished	Mitchell Wilson	El Paso, TX

Mega Man IV (NES)

Finished	JD Halverson	Lakewood, CO
Finished	Robert Davis	Brewerton, NY
Finished	Scott Hoefke	Burke, VA
Finished	William Bruckert	Schofield, WI
Finished	Jason Stratton	Oxnard, CA
Finished	Jerome DuPont Rachiele	Montreal, PQ
Finished	Jeff Wrigley	Renton, WA
Finished	Allen Dajao	Vallejo, CA
Finished	Ashley Frohwein	Atlantic Beach, FL
Finished	Chris Koenig	Pipersville, PA
Finished	Dan & Jon Ross	S. Zanesville, OH
Finished	Hugo Legare	Cambridge, ON, Canada
Finished	James Stierman	Dearborn Heights, MI
Finished	Jason Sico	Scranton, PA
Finished	Jaime Hanke	Vienna, VA
Finished	Jim Shoberg	Vernon, PA
Finished	Mike Love	Mt Pleasant, TX
Finished	Pat Coleman	Hoffman Estates, IL

Finished	Tony Riccomini	Pacifica, CA
Finished	Jason & Jarod Steuber	Cleveland, OH
Finished	Jeff Wrigley	Renton, WA
Finished	Richard Eisenberg	Woodcliff Lake, NJ
Finished	Carl Hesser	Jermyn, PA
Finished	Michael Silver	Midlothian, VA
Finished	Randy LaRue	Amarillo, TX
Finished	Kyle Lamsden	Newport News, VA
Finished	Michael Miller	Carmel, IN
Finished	Ely Hsu	Jacksonville, FL

Metal Gear 2 (NES)

Players Able to Finish:

–	Sergid Strugar	–

Metal Storm (NES)

Finished	Bobby Kelley	W. Springfield, MA
Finished	Howard Hathcock, Jr	Theodore, AL
Finished	Jason Neufeld	Arvada, CO
Finished	Jeffrey Gosey	Slidell, LA
Finished	Jennifer Eubanks	Theodore, AL
Finished	Kevin Saylor	Oak Ridge, TN
Finished	Steven Wolenski	Orlando, FL
Finished	Benny Morton	Charleston, WV
Finished	Frank Costanzo	Addison, IL
Finished	Jim Rohrer	Grinnell, IA
Finished	Dave Ehrhart	Salinas, KS
Finished	Tommy Fisher	Ft Lauderdale, FL
Finished	Chris Hancock	Fancy Cup, VA

Metroid

Finished Game with Best Ending:

Finished	Tim Rosenburg	Vancouver, BC, Canada
Finished	Stephen Morgan	Roseburg, OR
Finished	Johnathan Crawford	Cecilia, KY
Finished	Jannah Lilly	Gig Harbor, WA
Finished	Richard Keogh	Thousand Oaks, CA

Metroid II: The Return of Samus (Game Boy)

Quickest Finishing Time:

1 hr, 11 min	Aaron Halvorson	Gresham, OR
1 hr, 33 min	David Abdemaoulave	Lynchburg, VA
1 hr, 41 min	John Baas	Kent City, MI
1 hr, 41 min	Mitch Weinman	Neligh, NE
1 hr, 43 min	Andy Semple	Waverly, NS
1 hr, 51 min	Adam Schaible	Nazareth, PA
1 hr, 54 min	Jason Cooney	Baltimore, MD
1 hr, 56 min	Charlie Lumpkins	Bloomsburg, PA
2 hr, 7 min	Byron Kask	Campbell River, BC, Canada
2 hr, 11 min	Sam Schapperow	Waterford, CT
8 hr, 50 min	Julien Valois Dobbie	St-Romuald, PQ
9 hr, 45 min	David Jaguttis	Edmond, AB, Canada

Metroid: The Return of Samus (Super NES)

Quickest Finishing Time:

2 hr, 15 min	Jim Wornell	–
2 hr, 22 min	Todd Dyment	–
2 hr, 29 min	Bruce Long	–
2 hr, 30 min	Paul Reed	–

Fastest Finishing Time:

9:08	Leon Marcelis	San Leandro, CA
9:59	Joshua Cohen	Hartsdale, NY
13:14	Eric Sinn	New York, NY

Metroid II: Return of Samus (Super NES)

Players Able to Finish:

Finished	Anthony Day	Franklin, OH
Finished	Scott & Jeff Knelp	Bishop, CA
Finished	Lee Gillespie	Middletown, MD
Finished	Tracy Hatfield	Madison, WV
Finished	Shawn Cozart	Barnhart, MA
Finished	Chris McEacharn	Dalton, GA
Finished	Duke Goodman	Milan, IL
Finished	Jeff Smith	Lakewood, IL
Finished	Noel Kukucka	Lorain, OH
Finished	Richard Dixon	Selden, NY
Finished	Tony Williams	Bloomington, IN
Finished	Chris Smith	Ames, IA
Finished	Ken Kelly	Columbia Station, OH
Finished	Jose Contreras	Chicago, IL
Finished	Doug Phillips	Twin Falls, ID
Finished	Damon Rolls	Annapolis, MD
Finished	Nathan Noland	Amarillo, TX
Finished	Peter O'Reilly	Gardnerville, NY
Finished	Kyle & Ian Dempsey	Rome, NY
Finished	Mark Sonnabaum	Santee, CA
Finished	Paul Steinman	Westminster, CO
Finished	Todd Huling	Abilene, TX
Finished	Christopher Guest	Newark, DE
Finished	Brandon Javier	New Rochelle, NJ
Finished	John Hartlaub	Milford, OH

Finished	John Nimmo	Buffalo, NY
Finished	Ryan Retting	Tarzana, CA
Finished	John Coyle	Harlingen, TX
Finished	Tyler Larson	Mesa, AZ
Finished	Chris Crowley	Philadelphia, PA
Finished	Drew Haines	Marlton, NJ
Finished	Theresa Jaine	Toronto, ON, Canada
Finished	Tony Gulotta	Wood Haven, NY

Mickey Mousecapades (NES)

9,999,990	Mich Bolivar	San Pablo, CA
9,999,990	Edward Lichi	Lancaster, PA
9,999,990	Alex McClung	Goshen, NY
5,130,050	Jason Castiglione	Sunrise, FL
4,130,400	Scott Eagon	Walla Walla, WA
2,008,600	Matt Balmer	Urbana, OH
999,900	Matt Mitschke	Menomonee Falls, WI
532,600	Nick Morris	Assonet, MA
488,400	Chris Cheatham	Plano, TX
426,900	James Kirby	Littleton, CO

Mighty Bomb Jack (NES)

1,454,880	Carl J. Stumps	Salem, VA
1,143,550	Dan Skatter	Manley, IA
772,860	Ginny Rescigno	Pawtucket, RI
414,340	Chance McBay	Wichita Falls, TX

Millipede (NES)

472,333	Teddy Jeveli	Wintrop, MA
449,568	Hugh Randall	Prudenville, MI
415,800	Jason Tarshis	Campbell, CA
220,747	William Smitley	Marshall, IL

172,141	Gene Puig	Bayshore, NY
53,769	Peter A. Broady	Feeding Hills, MA

Missile Command (Game Boy)

246,700	Pete Rocha	Freehold, NJ

Mission: Impossible (NES)

Finished	David Parsons	Houston, TX

M.U.S.C.L.E. (NES)

2,020,868	Shawn Cosmas	Langhorne, PA

Monopoly (NES)

Most Money Won:

$99,999	Sean Hammond	Haverhill, NH
$99,999	Glen Goodman	Scottsdale, AZ
$24,395	Jay Sullivan	Springfield, VA
$21,235	Adam Schmidt	Tonawanda, NY
$14,080	Sandy Taylor	Arnaudville, LA

Game Edition that Ends:

Finished	Daryl Chamberlain	Lowell, MI
Finished	Edward Ufford	Detroit, MI
Finished	Carey Steward	Matteson, IL
Finished	Chris Hughes	Pebble Beach, CA
Finished	Jeff Thomas	Ravenna, NE
Finished	Michael Pettibone	Rochester, NY
Finished	Stephen Shaven	Korea

Monster Party (NES)

1,069,100	Brian Gordon	Minneapolis, MN

Game Edition that Ends:

Finished	Sebran Harrison	Prentiss, MS

Monster in My Pocket (NES)

9999	James Reeves, Jr	
9769	Andrew Roper	–
9543	Daniel Stevens	–
9387	Chris Webber	–
9109	Steve Drees	–

Monster in My Pocket (Super NES)

Finished	Tim Perry	Orangeville, ON, Canada
Finished	Charles LaMarsh	Hillsboro, OR
Finished	Martin Franssen	Lafayette, LA
Finished	Adam & Alex Manson	Salem, OR
Finished	Derek Taylor	Bolivar, MO
Finished	Jason Klinkner	Newport, OR
Finished	William Conner	Brookings, OR
Finished	Kiley Ryan	Morgantown, WV

Monster Truck Rally (NES)

795	Greg Troutman	Larkspur, CA

Mystery Quest (NES)

99,999,900	Jeffrey A. Samu	Aurora, CO
2,000,700	Mark Arnold	Lancaster, KY

Nail N Scale (Game Boy)

Stage 8	Pete Rocha	Freehold, NJ

Narc (NES)

9,749,250	Jimmy Ignatuk & Louey Simon	Williamsport, PA
4,951,100	Patrick Snider	Levering, MI
4,327,900	Chris Ode	Auburn, WA
3,311,550	Kyle Foster	Silver Valley, AB, Canada
3,209,000	Paul Keefe	Mankato, MN
3,188,350	Jed Brawley	San Ramon, CA
3,034,750	Micheal Kener	Orwigsburg, PA
2,930,750	Landon Bailey	Kirkland Lake, ON, Canada
2,556,000	Amelia Yuriuika	Leominster, MA
2,502,050	Jonathan Aker	Lynbrook, NY
2,460,550	Jason Pednault	San Antonio, TX
2,396,250	Scott Brown	Davenport, IA
2,391,030	Gregory Anderson	Arlington Heights, IL
2,317,300	Mikey & Derek Mereszaki	Leamington, ON, Canada
2,234,700	Cris Brown	Kimball, NE
2,213,050	Jeff Moodie	Manotick, ON, Canada
2,203,500	Dan Gordon	Nazareth, PA
2,185,200	Aaron Schoenk	Catasaqua, PA
2,032,550	Benny Easton	Bonita, CA
2,021,150	Josh Friess	Brookfield, WI
1,936,000	Gerry Vossekull	Twin lake, MI
1,815,000	Charles Queen	Milwaukee, WI
1,765,800	Robert Dorneman	Hazleton, PA
1,728,150	Jeffrey Barnett	Roxboro, NC
1,673,750	Jason Schieckau	Reedsburg, WI
1,160,500	Bruce Geiger	Wichita Falls, WI
1,581,500	Jeff Piercy	Pembroke, KY
1,580,400	Mike Zaura	Westchester IL

1,551,150	Joe Ferner	St Louis, MO
1,537,700	Dan Englund	Tacoma, WA
1,528,500	Keeley Lowe	Midway, TN
1,505,100	Jonathan Sun	Worcester, MA
1,425,100	Steven Garrett	Houston, TX
1,369,700	Alfonso Diaz	Bloomington, IL
1,367,400	Daniel Moore	Warrenville, IL
1,296,350	Daniel Kleiman	Holland, MI
1,286,500	Igor Buzhaker	Brooklyn, NY
1,234,550	Gregory Archer	Glen Burnie, MD
1,200,050	Colin & Neil McFarlane	Calgary, AB, Canada
1,129,250	Jeremy Birnie	Finksburg, MD
1,074,250	Chris Lovett	Inyokern, CA
1,070,850	Ryan Hensley	Evanstown, WY
1,047,430	Voltaire Olitan	W. Covina, CA
1,047,000	Phillip Satterfield	Canton, OH
1,017,800	Andy Sprinkle & Mike Krow	New Albany, IN
956,530	Robert Dickerson	Mechanicsville, VA
929,900	Sean Jordan	Halifax, NS
891,345	Chris Beaver	Louisville, KY
748,821	Kenny House	Louisville, KY
546,900	Zachary Holland	Citrus Heights, CA
62,700	Pete Rocha	Freehold, NJ

NBA JAM (Super NES)

Most Three-Point Shots in a Game:

117	Matt Petlinski	Randolph, NJ
109	Serjan Markari	Glendale, CA
108	Louis Rizzuto	Wyomissing Hills, PA
103	Paul Matchette	Lilburn, GA
101	Jason Diaz	Amarillo, TX
101	Sam Miller	Lexington, MI
100	Steve Stojanovich	Derby, NY

92	Shaun Moorehead	Oakville, ON, Canada
87	Andrew Cantore	Chicago, IL
86	Jon Boothe	Ogden, UT

Largest Point Margin Against the Computer:

15	Connor McMahon	Putt Putt Golf; Fairfield, IA (4/20/97)

NBA Jam Tournament Edition (Super NES)

Top Ten Blowouts with a One-Player Rookie Team:

400-31	Chris Kuehn	Peoria, IL
319-2	Ruben Mendez, Jr	Rancho Cucamonga, CA
278-9	Richard English	Lakewood, CA
278-10	Trey Fagg	Alvin, TX
265-4	Jeffrey Kelly	Lilburn, GA
285-31	Derek Broyhill	Grand Rapids, MI
281-38	Michael Boyle	Holland, PA
263-25	Brian Griffin	Burke, VA
249-20	Louis Rizzuto	Wyomissing Hills, PA
244-20	Michael Hermann	Cleveland, OH

Nemesis (Game Boy)

487,700	Ross Staadecker	Hudson, OH
433,300	Jon Hanson	Richfield, WI
421,500	Greg Ronald	Portland, OR
390,800	Nancy Green	Miami, FL
387,300	Jeffrey Anderson	Vancouver, B.C.
184,600	Matt Claus	San Jose, CA

NES Open Tournament Golf (NES)

Best Scores on the US Course:

-20	Jeremy Gynke	Lincoln Park, MI

-19	Michael Zumwalt	Omaha, NE
-19	Rich Pelshaw	Omaha, NE

Best Scores on the UK Course:

-19	Ashley Sanders	Atkins, IA
-18	Todd Tomczak	S. Bend, IN
-18	Tom Smith	Los Angeles
-18	Bob Stroess	Appleton, WI

Best Scores on the Japan Course:

-20	Cheryl Honeywell	Miami, FL
-19	Martin-Pierre Lussier	St Hyacinthe, PQ
-19	Tom Smith	Los Angeles, CA
-19	Bob Stroess	Appleton, WI
-18	Jeff Doiron	Westbrook, ME
-17	Gloria Runkle	Windsor, PA
-17	Rene Robert	Montreal, PQ
-14	Greg Lowder	NES Game Play Counselor
-12	Terry Munson	–
-11	Ben Smith	–
-11	Jill Lillejord	–

NHL 95 (Super NES)

Best Winning Percentages:

100% in 37 games	David Neufeld	Rosemary, AB, Canada
100% in 31 games	Jeremy Sigall	New York, NY
100% in 21 games	Anthony Holan	Splendora, TX

Most Goals in a Game:

352 goals	Richard English	Lakewood, CA
176 goals	Jeremy Sigall	New York, NY
147 goals	Brendan Dennis	Bloomfield Hills, MI

120 goals	Raul Menendez	Miami, FL
84 goals	Anthony Sacks	Seaford, NY

Most Saves:

4,095 saves	Samuel Bledsoe	Lewisburg, TN
4,095 saves	Jeremy Sigall	New York, NY

NHL Stanley Cup (Super NES)

Widest Margin of Victory:

71-01	Rob Shepherd	Paisley, ON, Canada
70-01	Dan Muey	Fowler, IN
66-01	Robert Bair	Allen, MI
31-00	Ron Paratore	Mt Laurel, NJ
30-00	Haven Sherrill	Brandon, FL
25-00	Paul Mestemaker	N. Marshall, MI
25-00	Mike Riccio	Stickney, IL
23-00	Julianna Ceimer	Ventura, CA
22-00	Scott Tope	Perry, OK
22-01	Matthew Herstein	Ann Arbor, MI
20-02	Alex Davis	Cincinnati, OH

Ninja Gaiden (NES)

999,900	Brian Hensel	Cottage Grove, MN
999,900	Mike Ihly	Denver, CO
999,900	Chad Kappes	Tuscola, IL
999,900	Mathew Krmpotich	Virginia Beach, VA
999,900	Sam Martin	Archie, MO
999,900	Ryan Sanders	Portland, OR
999,900	Bill Schad	Muskegon, MI
999,900	Alex Sequin	Dallas, TX
999,900	Jason Weekley	Eugene, OR
999,900	Jeff Young	Canton, OH

999,990	David Thomas	–
980,500	Deverell Baty	–
774,600	Cedric Johnson	Milledgeville, GA
486,000	Nathan Riddle	Grapevine, TX
446,300	Danny Durkee	Oswego, NY
372,000	Nate Renkas	Green Bay, WI
352,100	Danny Ksepka	Edison, NJ
334,700	Scott Lanman	E. Brunswick, NJ

Ninja Gaiden II (NES)

Finished	Nathan Olson	Prairie Village, KS
Finished	James Webster	Porterville, CA
Finished	Scott Selk	Larrabee, IA
Finished	Brad Woodman	Magna, UT
Finished	Ben Stoddard	Cross City, FL
Finished	Jeremy May	Etna Green, IN
Finished	Luis Chavez	Bastrop, TX
Finished	Trent White	Stow, OH
Finished	Luke Martorelli	Palm Bay, FL
Finished	Dylan Drazen	Roslyn, NY
Finished	Zach Lane	Lincoln, NE
Finished	DJ Carter	Mt Vernon, OH
Finished	Ryan Friedrich & Tim McKown	Pittsburgh, PA
Finished	Gregory Zeichner	Bethesda, MD
Finished	Bobby Brooks & Chris Sutliff	Fairfield, CA
Finished	Chris Evans	Roanoke, VA
Finished	Andy Bostak	Des Plaines, IL
Finished	Rick Pyles	Camp Springs, MD
Finished	Brian Derwart	Cherry Hill, NJ
Finished	Dennis Crowley	Medway, MA
Finished	Jake Rosewall	San Luis Obispo, CA
Finished	Brian Wilkinson	Laguna Niguel, CA
Finished	Edgard Buitrago	Miami, FL

Finished	Bill Stonesifer	Westminster, MD
Finished	Josh Foreman	N. Pole, AK
Finished	Jesse Orta	Tucson, AZ
Finished	Adam Ouelette	E. Longmeadow, MA
Finished	Andy Schoepp	Winan, MN

Ninja Gaiden III (NES)

Finished	Dennis Weekly	Martins Ferry, OH
Finished	Miggy Zamora	Hong Kong
Finished	Brian Plummer	Palmdale, CA
Finished	Richie Chambers	Rossville, GA
Finished	Pat Bettens	Muskegon, MI
Finished	Jerry Stevens	Mt Home, ID
Finished	Mike Davis	Mesa, AZ
Finished	John Lawrence	Houston, TX
Finished	Alex & Brian Keh	Huntington Beach, CA
Finished	Greg Newton	Taft, CA

Ninja Kid (NES)

9,280	Pete Rocha	Freehold, NJ

Nobunaga's Ambition I (NES)

Finished	Sean Crowl & Skip Mena	Dallas, TX
Finished	Jonathan Gerardo	Miami, FL
Finished	Wayne Hughes	Enterprise, AL
Finished	Kevin Nettleingham	Vancouver, WA
Finished	Sean Queller	Marlboro, NJ
Finished	Jim Settles	Carter Lake, IA
Finished	Ty Stansill	Worland, WY
Finished	Brian & Tom Sherwood	Cottage Grove, MN
Finished	Harry B. Slagle	San Diego, CA
Finished	Randy Gedarro	Pearl City, HI

Finished	Mark Seago	Kansas City, MO
Finished	James Todd	Houston, TX

Nobunaga's Ambition II (NES)

Finished	Glenn Capparelli	Hasbrouck Heights, NJ

Operation Wolf (NES)

1,413,250	Dan Preece	Bradenton, FL
1,137,700	Travis Timmons	Laurel, MD
638,350	Tim Ruhl	Pasadena, MD
525,500	Ryan Flanders	Waterbury, CT
338,050	Jubal Dais	Farmingdale, NY
341,850	Donovan Williams	Lakewood, CA

Pac-Man (NES)

Fewest Levels to Reach 50,000 points:

6 levels	Jack Harbor	Washington, DC
7 Levels	Jenny Westerlund	Brooklyn, NY
8 Levels	Kathy Jung	Portland, OR

Pac-Man (NES)

28,990	Pete Rocha	Freehold, NJ

Palamedes (NES)

769,170	Stephen Krogman	–
105,000	Aaron Paul	N. York, ON, Canada

Paperboy (Game Boy)

190,700	Lyle Sinker	Atlanta, GA
140,500	Jim Fee	Armada, MI

119,200	Darren Spach	S. Dartmouth, MA
69,000	Mark McCormick	–

Paperboy (NES)

191,300	Glenn Stockwell	–
140,500	Jim Fee	Armada, MI
119,200	Darren Spach	S. Dartmouth, MA
115,100	Kevin Hendrickson	Grants Pass, OR
111,050	Thomas Fairlie	Northampton, MA
107,350	Justin Ruggiero	Stroudsburg, PA
63,400	Michael Skipper	Port Richey, FL
57,600	Mathew Burgess	Pittsburg, CA

Penguin Wars (Game Boy)

433,200	Kevin Grabenstatter	Buffalo, NY

Penguin Wars (Super NES)

Finished	Stephen Cipolone	Woodbury Heights, NJ
Finished	Kely Wackenheim	Absecon, NJ
Finished	Andy Baker	Pocatello, ID

Phalanx (Super NES)

2,248,830	Stephen Krogman	Boca Raton, FL

Easy Mode:

554,000	Matt Gliden	–
513,000	Eric Smith	–
505,000	Dean O'Connor	–
490,000	Glory Evans	–

PILOTWINGS (Super NES)

Best Score on Level 4:

459 points	Brian Benintendi	Yakima, WA
459 points	Michael Thrash	–
457 points	Ron Benintendi	Yakima, WA
415 points	Stephen Jacquet	Bedford Heights, OH
415 points	Charlie Merritt	Petalunia, CA
385 points	Keith Laws	Kannapolis, NC
382 points	Mike Piscitelli	Elmhurst, IL
380 points	Russ Randel	St Paul, MN

Perfect Performance on Level 4:

Perfect	Jeremy Burns	Denver, CO
Perfect	Megan Cartwright	El Paso, TX
Perfect	Steve Lawson	Philadelphia, PA

Players Able to Finish:

Finished	Jimmie Tyrrell	Howell, NJ
Finished	Ian Keiner	Monterey Park, CA
Finished	Matt & Mike Heislett	Scranton, PA
Finished	Pat Tripp	Rockville, MD
Finished	Chad Hildebrandt	Huntington Beach, CA
Finished	John Hansen	St Petersburg, FL
Finished	Scott Levine	Daly City, CA
Finished	Chris Foley	N. Vancouver, BC
Finished	Donny Horn	Spokane, WA
Finished	David Bianchi	Irvine, CA
Finished	Jimmy Cappadora	Ellington, CT
Finished	Eduardo De Carvalho Moreira	Silver Spring, MD

PILOTWINGS 64

Finished Crescent Island's Tunnel Course in under one minute:

0:48.33	Chris Andrese	Sussex, NJ
0:49.18	Ty Henrie	Neola, UT
0:49.97	Darrea Johnson	San Rafael, CA
0:51.91	Paul Carlson	New Hope, MN
0:52.44	Jamie Cosenza	Peoria, IL
0:52.60	Casey Foster	Bothell, WA
0:56.56	Larry Palacio	Colton, CA
0:57.12	Chris Webb	Pensacola, FL
0:57.39	Jordan DiCarlo	Lake Peekskill, NY
0:57.56	Brad Bournival	Manchester, NH
0:59.09	Craig Doughman	Delaware, OH
0:59.27	Aaron Bell	Manton, MI

Turned the Corner in the Ice Cave with the Hang Glider (& Lived to Take a Picture):

–	Ryan Acosta	Longwood, FL
–	Ryan Fischer	Fishers, IN

Fastest Times for Busting 20 Balloons & Landing:

1:34:51	Chris Andrese	Sussex, NJ
1:42:37	Scott Tresler	Erie, PA
1:51:03	Josh Rupert	Rochester, WI
1:51:91	Wayne Carden	Sanford, FL
1:52:80	David Henderson	Houston, TX
2:04:17	Tom Young	Lancaster, PA
2:13:48	Aaron Smith	San Antonio, TX

Pinball (NES)

999,990	Tom Kelley	Hopatcong, NJ
999,980	Mark Wright	Olathe, KS
999,930	Teddy Sadler	Mountain Home, AR
999,900	Bob Quinn	Wallingford, PA
999,840	James Gault	Merrimack, NH
997,090	Phil Harris	N. Reading, PA
959,440	Dan Oppenherm	Pawtucket, RI
915,450	Ron Bregenzer	E. Patchogue, NY
911,220	Robert Armstrong	Norfolk, VA
875,910	Emil Manus	Warren, OH
792,680	Linda Papsodero	Brooklyn, NY
730,660	Stephen Franklin	Studio City, CA
652,640	Kathleen Simms	Los Angeles, CA
633,810	John Bussiere	Pawtucket, RI
622,380	Mark Donagny	Torrington, CT
523,610	Frank Villecco	Ogdensburg, NJ
302,270	Rich Karras	Queens, NY
126,450	Sam Hartmann	Newburgh, IN

Pinball Quest (NES)

9,999,990	Jerry Bunger	Minnesota Lake, MN
9,999,990	David Halpern	Whitehall, PA
9,999,990	Freddie Hanson	Slidell, LA
9,999,990	Jeffery A. Samu	Aurora, CO
9,999,990	Lowell Sumerlin	Ft Worth, TX
9,999,990	Jerry McDowell	Eddyville, IA
9,299,670	Patrick McGowan	Toms River, NJ
8,259,580	Andy & Catalina Rodriquez	Greenfield, WI
7,935,810	Doug Cochrane	Kirksville, MO
6,689,980	Brandon Churchey	Plymouth, MN

PINBOT (NES)

99,999,999	Patricia Penhollow	Madison, OH
99,999,999	Alvin Okuba	Mililani, HI
99,999,999	Roger Smith	Bloomdale, OH
99,999,999	Ray Runion	Summerville, SC
99,999,999	Paul Fuerstenau	Portland, OR
99,999,999	Glen Harrigan	Victoria, BC, Canada
99,999,999	Eric Jubin	Akron, OH
99,999,999	Phil Leslie	Willoughby, OH
99,999,999	Ron Peters	Windsor, ON, Canada
99,595,870	Jim Host	Shelbyville, MI
90,005,140	Melissa Siegel	Forest Hills, NY
90,001,950	Daniel Bahry	Mundare, AB, Canada
82,232,430	Chris Larson	Anoka, MN
70,317,380	Daniel Marcus	Tenafly, NJ
58,825,900	Paul McCusty	Bryan, OH
52,943,700	Robert Maurer	Jackson Center, OH
49,079,610	Martin Wisniewski	Topeka, KS
46,897,180	David Derkkitz	Arlington, VA
44,163,690	Dave & Lou Archiello	Bayonne, NJ
43,929,500	Neal Kendall	St Louis, MO
39,228,110	Wade Dagley	Norfolk, VA
39,015,900	Jack Marks	Arlington, VA
36,447,530	Seth Kolton	Lake Hiawatha, NJ
33,540,400	Doris Casem	Riverside, CA
33,349,660	Dale Lee	Bassett, VA
31,634,660	Cherisse Sachs	Willoughby, OH
30,114,620	Jim Liebling	Huntington Beach, CA
29,569,860	Stan Stawski	Mt Clemens, MI
28,859,470	Sandra Winkle	Tecumseh, MI
28,451,050	Joseph Hicks	Rutherfordton, NC
28,434,930	Mike Longstreet	Rocklin, CA

27,552,320	Andrew Weir	Ft Lauderdale, FL
27,375,820	Charles Reinhold	Arlington, VA
27,207,820	Robert Cox	Springfield, MO
27,029,400	Ron Ford	Baltimore, MD
26,981,900	Mike Runde	Pompano Beach, FL
26,705,550	Tim Campisano	Cincinnati, OH
25,870,920	Joel Koehler	Merril, WI
25,810,150	Jan Reich	Pfafftown, NC
26,038,940	Jamie Scoppe	Flemington, NJ
25,454,070	Michael Wagnon	Inglewood, CA
25,139,460	Shawn Provencal	Ware, MA
24,579,940	Don Miller	Owenton, KY
24,200,800	Ben Stewart	Sepulveda, CA
24,105,810	William Gay	Brockton, MA
24,091,200	Rick Grossman	Riverside, MO
23,800,940	Ted Nye	Monroe, WA
23,770,870	Ben Winkler	Madison, NJ
23,747,340	Allen Brown	Martinsburg, WV
23,425,120	Bret Boulder	Memphis, TN
22,749,730	Herbie Morris, Jr	Okinawa, Japan
20,912,030	John F. Scott	Dixon, MO
20,329,590	Mark Verkalk	Chatham, ON, Canada
20,273,330	Kurt Lindquist	Mission Viejo, CA
20,240,470	Will Holly	Carlsbad, CA
19,984,880	William Whitaker	Gaithersburg, MD
19,759,420	Kyle Smith	Torrington, CT
19,606,160	Jason & Tracy Siegfried	St Louis Park, MN
19,140,970	Bob Bortner	Kendallville, IN
19,063,200	Ed Cason	Arlington, TX
18,910,580	James M. Lore	Gardner, MA
18,600,830	Dean Keith	Stephenville, TX
17,840,490	Gary Walker	Lake Stevens, MA
17,824,480	Juan Carlos Vega	Hialeah, FL

17,083,860	Jordon Bouray	Gresham, OR
16,853,360	John Delzoppo	Willowick, OH
16,760,970	Shawn Endler	Bethel Park, PA
16,419,910	Pat Wallace	Dallas, TX
16,416,030	George Webb	Parsippany, NJ
16,379,000	Raymond Clyde Miller	Girardville, PA
16,187,520	Ed Leskauskas	Vacaville, CA
16,170,950	Steve Burns	Louisville, KY
16,139,610	John Scott	Dixon, MO
16,043,470	Mark Stephens	Quakertown, PA
15,980,250	Jimmy Dee	Sunnyside, NY
15,509,230	Jeff Pistone	Solon, OH
15,339,470	Eric Jason Abrams	Franklin, MI
15,181,650	David Pozza	Cheshire, MA
14,766,730	Dennis Dhaese	Bonney Lake, WA
14,412,490	Nathan Dupuis	Milan, MI
14,359,920	Garry Vought	Somers Point, NJ
13,676,360	Bill Dawson	Eaton Rapids, MI
13,308,500	Adam Kwalkowski	Middletown, NJ
13,234,690	Mario Persico	Downey, CA
12,957,120	Jim Newland	Blue Springs, MO
12,758,570	Mikael Reney	St-Marguerite, PQ
12,576,530	Perry Crichton	Grand Prairie, TX
12,525,330	Andrew Wright	Neshanic Station, NJ
12,502,730	Bill Elmer	Levittown, PA
12,356,990	Jake Schuirmann	Dwight, KS
12,295,480	John McCutchen	Natrona Heights, PA
12,227,150	Brandon Keys	Florissant, MO
11,436,200	Matt McQuary	Leesburg, VA
11,367,010	Rose DiMola	Bay Shore, NY
11,343,900	Luke Herman	Bettendorf, IA
11,260,370	Jeff Brobjorg	Clayville, NY
11,062,380	Anthony Gatto	Bronx, NY

10,925,830	Paul Frisch	Ypsilanti, MI
10,839,850	Joshua Williams	Jacksonville, NC
10,275,630	Wally Berry	Wheat Ridge, CO
10,190,160	James Brown	Lisbon, OH
10,166,780	David Ball	Waldorf, MD
9,854,720	Kathy Goessinger	Milford, CT
4,848,830	John Thielen	Millbury, OH

Pipe Dream (NES)

8,572,850	Carolyn Bishop	Oregon City, OR
8,388,500	Patricia Murphy	Lakewood, OH
5,566,300	Mark Thompson	Jacksonville, FL
5,514,200	Stephanie Boyd	Austin, TX
5,022,500	Tina Bugan	Branchville, NJ
3,119,700	Cathy Imboden	Colorado Springs, CO
2,353,150	David Diskin	Canyon Crest, CA
2,090,950	Mike Duvall	Fredericksburg, VA
1,543,400	Jan Benson	Boise, ID
1,501,300	Larry Sefton	Bartlett, TN
1,463,700	Scott Penner	W. Palm Beach, FL
1,329,400	Stephen Brockman	Chicago, IL
1,157,300	Carol Hausler	Royal Oak, MI
617,900	Shelley Kamen	Framingham, MA
314,390	Loretta Strand	Anoka, MN

Pit Fighter (Super NES)

1,777,510	Carlton Barnes	–

Platoon (NES)

339,000	Brandon Gibreath	Annapolis, MN

Game Edition that Ends:

Finished	A. Levenson	Chicago, IL
Finished	Jeff Pratt & Tom Childs	Greenvalley, IL
Finished	Paul Wiggins	Chicago, IL
Finished	Andy Vanderwoude	Sioux Falls, SD

Popeye (NES/King Features Syndicate)

78,290	Sam Hartmann	Newburgh, IN
74,060	Peter Boadry	–

P.O.W. (NES)

311,500	David Wright	–
252,890	Michael Botkin	Cary, NC
250,600	Ryan Burton	Maywood, NE
236,600	Jim Murray	Oroville, WA
231,100	Ben Hanlon	Scottsdale, AZ
229,700	Zach Devine	Omaha, NE
229,000	Shaun Mathur	Vernon Hills
223,700	Ryan Shaughnessy	Lakeville, MN

Power Blade

Finished	Lucas Brooks & Robert Hall	Santa Cruz, CA
Finished	Matt Suddarth	Grover City, CA
Finished	Ty Shallanberger	Arroyo Grande, CA
Finished	Patrick Brusio	Forest Hill, MD
Finished	Steven Todoric	Harrison City, PA
Finished	John Mallamas	Orlando, FL
Finished	Jared Zochert	St Peter, MN
Finished	Matt Klara	Rome, NY
Finished	Andre Lawrence	Miami, FL
Finished	Eric Shiller	Fremont, CA

Finished	Anthony Bonta	San Leandro, CA
Finished	Amel Wiebe	Ft Saskatchewan, AB, Canada
Finished	Chris Lamoreaux	Hopkins, MN
Finished	Chris Xavier	Antioch, CA
Finished	Christopher Higgins	Forest Lake, MN
Finished	Jacques Roberge	Val Caron, ON, Canada
Finished	John Cromer	Mt Vernon, KY
Finished	Kenneth Powers	Wiscasset, ME
Finished	Kevin Youkabaitis	Houston, TX
Finished	Mike Dulaney	Kansas City, KS
Finished	Ryan McCracken	Indianapolis, IN
Finished	Scott Kimberling	Valparaiso, IN
Finished	Jason Bindsall	Forked River, NJ
Finished	Nick Valley	Shortview, MN
Finished	Aaron Burnett	Long Beach, CA
Finished	Seth Lascurain	Cinebar, WA
Finished	Richard Beard	Blue Springs, MO
Finished	Eli Krauklis	Fairbanks, AK
Finished	Corey Lawes	Winnipeg, MB, Canada
Finished	Brian White	Scottsbluff, NE
Finished	Joseph Hardyman	Helena, MT
Finished	Michael Hitt	Scottsdale, AZ
Finished	Redentor Rigos	Los Angeles, CA
Finished	Brian Hitt	Marietta, GA
Finished	Aaron Armstrong	Atascadero, CA
Finished	Steven LoPorto	Union Beach, NJ
Finished	Ryan Carter	Aloha, OR
Finished	Brian King	Aurora, CO
Finished	Dave Graham	Akron, OH
Finished	John Kinsella	Dubuque, IA
Finished	Jonathan Snipes	Birmingham, AL
Finished	John Serakas	Schuylkill Haven, PA
Finished	Matt Martinosky	Waverly, NE

Finished	John Millard	Galena, KS
Finished	JasonNoack	Batavia, IL
Finished	Casey Rogers & Tony Chapman	Irving, TX
Finished	Michael Bolon & Yves Petcho	Thornhill, ON, Canada
Finished	Adam Budesheim	Riverdale, NJ
Finished	Adam Peters	Kailua, HI
Finished	James Stanberg	Ft Dodge, IA
Finished	Tim Slininger & Jason Graening	Barnesville, MN
Finished	Sabrina Goopaster & Zach Briuson	Muncie, IN
Finished	Brock Otten	Oakville, ON, Canada
Finished	Mike Kenig	Westmont, IL
Finished	Jason Clark	Smyrna, DE
Finished	Perry Painosek	Schulenburg, TX
Finished	Jason Payne	Miami, FL
Finished	Kevin Livesay & Kevin Jackman	College Station, TX
Finished	Brian Barry	Merrimac, MA
Finished	Ken Finnell	E. Patchogue, NY
Finished	Dave De Yulis	Morton, PA
Finished	Jason Howard	Pittsburgh, PA
Finished	Maurice Martinez	Price, UT
Finished	William Widener	Clovis, NM
Finished	David Evans	Pittsburgh, PA
Finished	Dylan Carr	Santa Cruz, CA
Finished	Steven Minchau	Westaskiwin, AB, Canada
Finished	Sean Hunt	Richmond Hill, ON, Canada
Finished	Eric Romsted	Highland Park, NJ
Finished	Jeff Larimer	Fresno, CA

PREDATOR

Finished	Nathan Kasbarian	Chesapeake, VA
Finished	Jon Sitorius	Gothenberg, NE

Finished	Ryan Smith	Seneca, SC

Prince of Persia (Super NES)

Most Time Left after Finishing Game:

120 min	Glenn Leary	Bloomington, IL
72 min	Ron Klaus	Seattle, WA
57 min	Tim Wenger	Anderson, IN
51 min	Scott Bilyeu	Moweaqua, IL
48 min	Juan Torres	S. Gate, CA
47 min	David Wenger	Anderson, IN
42 min	Jame McQuown	Tucson, AZ
42 min	Jay Wingfield	Tucson, AZ
38 min	Russell Weisgarber	Regina, SK
32 min	Pam Powers	Pleasant Hill, CA
30 min	Chad Pylant	Pulaski, TN
22 min	George M. Kish	St Louis, MO
15 min	Kirk Castelluccio	Antioch, CA
13 min	Tom Kristensen	–
9 min	Janice Mattox	–
9 min	Susi Reed	–
4 min	Chris Paul	–

Princess Tomato in the Salad Kingdom (NES)

Finished	Koji Fox	Aloha, OR
Finished	Kim Brown	Prairie City, IA
Finished	William Hariegle	Allentown, PA
Finished	Francis Krueger, III	Glen Cove, NY
Finished	Kevin Fischer	Beloit, WI
Finished	Pamela Kaczmarek	Troy, MI

The Punisher (NES)

Finished	Jason Bell	Woodinville, WA

Finished	James Love	Anchorage, AK
Finished	David Thornton	Houston, TX

QUARTH (Game Boy)

40,310	Pete Rocha	Freehold, NJ

QIX (Game Boy)

644,184	Laurie Liley Vandervort	Torrence, CA
620,490	Julie Brawnson	Tucson, AZ
76,764	Pete Rocha	Freehold, NJ

R.C. PRO-AM (NES/Rare, Ltd.)

999,928	Jerry Flach	Lutz, FL
986,900	Ronald W. Taylor, III	Manassas, VA
737,000	Mark Rice	Marysville, WA
673,900	Augie Jayaraj	Waterbury, CT
600,545	R. Powell	San Diego, CA
589,395	Michael Hanson	Kennewick, WA
504,620	Mike Higbee	Bethpage, NY
503,370	Robbie Stevens	Paterson, NJ
426,800	Jesse Zarate	Lovell, WY
423,457	Rick Zagame	Cherry Hill, NJ
405,712	Dan Cudmore	Newhall, CA
345,381	Thomas Franklin	Lockland, OH
343,192	Hariz Kolenovic	Palisades Park, NJ
338,739	Sean Caturegli	Reno, NV
338,696	Grant Evans	Marshfield, MO
337,100	Michael Kenning	Granada Hills, CA
335,093	Denis Kolenovic	Palisades Park, NJ
334,573	Pankaj Wadhaw	Houston, TX
332,957	Brent Steenhoek	Leighton, IA
324,736	Brian Lerner	Miami, FL

325,993	Doug Plamondon	Muskegon, MI
323,000	Douglas Adams	Kalamazoo, MI
320,574	Gary Daugherty	Portageville, MO
319,042	Joel Hynes	Wausau, WI
299,423	Clifford Chao	Morago, CA
298,261	Randy Blue	Norman, OK
261,641	Stewart Eastham	Oroville, CA
260,000	Brian Goss	Houston, TX
259,600	Gary Moors	Granbury, TX
258,617	Rick Conklin	Pine Bush, NY
227,712	Seth Davis	Winter Park, FL
182,454	Brian Williams	Littleton, CO
178,003	Eric Perney	Evanston, IL
180,732	Scott Balaban	Great Neck, NY
166,480	Charlie Burke	Olympia Fields, IL
89,022	Sam Hartmann	Newburgh, IN
35,450	Pete Rocha	Freehold, NJ

R.C. Pro-Am (NES)

Most Trophies:

48 Trophies	Robbie Stevens	Patterson, NJ

Rad Racer (NES)

63,794	Frank Stoodley	Wilkes-Barre, PA
39,443	David Wright	–

Rainbow Island (NES)

Finished	Michael Fryer	Indianapolis, IN

Rampage (NES)

50,864,612	Sam Kent	Birmingham, AL

42,999,963	Stephen Krogman	Pompano Beach, FL
41,520,600	Ron Temple	High Falls, NY
40,077,920	Mitch Calhoun	Lansing, NC
36,427,476	Justin Fox	Anaheim, CA
21,199,200	Eric Corbin & Jim Mularczyk	Washington, MI
20,648,960	Brett Fry	Paulding, OH
16,550,000	Kevin Mineard	Elkhart, IN
11,269,168	Darrick Lehman	Edgerton, WI
10,504,516	Panteli & Angelo Poulikakos	Chicago, IL
5,162,300	Billy Brin	Abilene, TX
3,822,500	Greg Stuart	Manhattan Beach, CA
3,138,600	Jody Harmon	Shelocta, PA
3,130,400	Louis Nguyen	Richmond, VA
3,113,500	Danny Moyle	Hosperia, CA
3,050,012	Ryan Creasey	Mira Loma, CA
3,016,700	Lee Einfrey	Cedar, MI
2,772,250	Marshall Van Valen	Sayville, NY
2,708,576	David Palmer	League City, TX
2,442,800	Rocky Hunter	Clearfield, UT
2,300,000	Ralph Sirko	Addison, IL
2,242,200	Andrew Jensen	Port Washington, WI
2,154,200	Howard Barkin	Fair Lawn, NJ
2,068,700	David Houghton	Lake-in-the-Hills, IL
2,061,900	Jamey Johnson	Wartrace, TN
2,061,900	Joel Cost	Grafton, WV
2,023,500	Scott Hoffman	Collegeville, PA
2,020,900	Eric Astrup	Jamestown, ND
1,149,900	Matt Meiers	Kenosha, WI

Ren & Stimpy Show: Space Cadet (Game Boy)

99,999	Ramon Madrigal, Jr	Fremont, CA
89,640	Tommy Axeman	Boston, MA

Renegade (NES)

1,675,400	Patrick Spangler	Pilcherington, OH
999,963	Jonathan Meza	Bronx, NY
999,950	Paul Davis	Far Rockaway, NY
999,950	Todd Lynch	Salem, OR
999,900	Jerry & Phillip Perez	Madera, CA
999,750	Michael Flores	Uvalde, TX
999,600	Austin Nelson	Menlo Park, CA
999,313	Tod Haynes	Langley, B.C.
998,700	Andrzey Grzanka	Hamtramck, MI
998,263	Zach Pearson	Waterloo, IA
994,000	Ricky Lico	Park Ridge, NJ
987,250	Matthew Riggins	Los Angeles, CA
965,950	David Frost	Iselin, NJ
802,813	Scott Sullivan	Cedar Rapids, IA
669,050	Jonathan Nelson	Black Earth, WI
642,863	Michael Williams	Beaumont, TX
523,800	Ryan Mase	Santa Clara, CA
117,450	Adam Hadder	Jasper, AL

Rescue Rangers (NES)

Finished	Lee Hickman	Wapakoneta, OH
Finished	Louis Kaiser	N. Woodmere, NY
Finished	Peter Lenau	Northlake, IL
Finished	Mark Nussbaum	Hamden, CT
Finished	Kenneth Sprague	Cedar Grove, NJ
Finished	Jason Spainhower	Orange, CA
Finished	James Parochetti	La Plata, MD
Finished	Joey Brookman	Wasilia, AK
Finished	Anthony Schell	Bridgeton, MO
Finished	Mike Morrison	Livingston, NJ
Finished	Aaron Spencer	Olympia, WA

Finished	Michael Feiring	White Bear Lake, MN
Finished	Ed Williams	Ocean Bluff, MA
Finished	Eric Chapman & Mike Boyd	Belleville, IL
Finished	Eric Werner	Columbia, SC
Finished	Travis Livingston	Hudson, NC
Finished	Chris Dick	Orlando, FL
Finished	Mark Mowrey	Urbana, OH
Finished	Ben Parker	Victoria, BC
Finished	Nick Brueggemann	St Charles, MO
Finished	Steve & Mike Fornal	Alpharetta, GA
Finished	Jamison Benvenuto	Staten Island, NY
Finished	Jeff Letterman	Poplar Bluff, MO
Finished	David McRae	Jackson, MS
Finished	Blair Jarrard	Ormond Beach, FL
Finished	Matt Price	Middleburg, FL
Finished	Jason Morey & Josh Stuart	Cobleskill, NY
Finished	Jonathan Roscoe	Palmyra, PA
Finished	Ken Lacanilao	Maywood, NJ
Finished	Chris Lamoree	Whittier, CA
Finished	William Whitaker	Gaithersburg, MD
Finished	Kevin Inouye	Mililani, HI

Revenge of the Gator (Game Boy)

5,880,730	Mark Newfield	Detroit, MI
4,900,560	Brenda Jallo	Springfield, OR
4,738,230	Andy Johnson	Philadelphia, PA
4,627,980	Sam Jackson	Miami, FL
4,257,820	Jeff Kang	Chicago, IL
2,235,760	George Marshall	Midland, TX
1,502,140	Ben Trigg	Anaheim, CA
1,020,940	Jim Doherty	Roanoke, IN
1,261,710	Bryin Petrey	Fairfax Station, VA
1,122,050	Matt Kovalick	Fairfax, VA

928,450	Michael Heasley	Ft Collins, CO
884,910	Adam Stephens	Greenup, KY
879,790	Mike Kensicki	Warren, MI
713,990	Michael Frugone	Brooklyn, NY

River City Ransom (NES)

Finished	Shawn & Scott Boyes	Vancouver, BC, Canada
Finished	Keith Clancy	Shavertown, PA
Finished	Andy DeClaire	Fraser, MI
Finished	Aaron Dewald	Thompson, ND
Finished	Benjamin Dobbs	Woodbridge, VA
Finished	David Schneider	Valley City, ND
Finished	Greg Schultz	Wausau, WI
Finished	Chris Schwan	Meridian, MS
Finished	Jeff Caruso	St Louis, MO
Finished	Ben Conningham & Cham Johnston	Knoxville, TN
Finished	James Davis & Tadd Desilets	Manchester, NH
Finished	Clinton Dukes	Grand Terrace, CA
Finished	David Foster	Brownfield, ME
Finished	Ronnie Lipinski & John Counsola	Chicago, IL
Finished	Dave Macchia	Wayne, NJ
Finished	Ben McClanahan	Blue Springs, MO
Finished	Michael Roland & Dennis Hunt	Madison, TN
Finished	Matthew Vita	Trumbull, CA

Road Blasters (NES)

999,999	Ralph Barbagallo	–
871,126	Brian Kappus	Salem, OR
640,631	Geoff Silvers	Kansas City, MO

Road Runner's Death Valley Rally (Super NES)

9,997,910	Dave Mason	–
9,983,730	Alexe Kulikov	–
9,914,220	Ryan Wickstrand	Meriden, CT
2,220,560	Jeff Arensmeyer	–
2,005,500	Levi Yourchuck	–
462,750	Joane Sacksteder	Kent, WA

Robin Hood: Prince of Thieves (Super NES)

Players Able to Finish:

Finished	Steven McCloskey	N. Weymouth
Finished	Chrostoph Ufenacht	Aldergrove, BC
Finished	Matt Barbehenn	Bethlehem, PA
Finished	Jeff & Darin Wrigley	Renton, WA
Finished	Wesley Floyd II	Richmond, VA
Finished	Andy Sobotka	Stock Bridge, GA
Finished	Jeremy Karger	Glenwood, MN
Finished	Bob Dunning	Kentwood, MI
Finished	Scott Holloway	Oklahoma City, OK

Robocop (NES)

181,590	Randy Rockafellow	Utica, MI
124,832	Patrick McBride	Ft Lauderdale, FL
112,081	Jason Turka	–

Robocop 2 (Super NES)

Finished	Jeremy Plascak	Glendale, CA
Finished	Pierre Arseneau	Carceton, PQ
Finished	Lucy Pivolos	Vancouver, BC, Canada
Finished	Jerry Ford	San Francisco, CA

Robo Warrior (NES)

9,999,900	Jason Dodge	Foreston, MN
9,999,900	Jeffrey Sieggreen, Jr	Midland, MI
9,999,900	John Wright & Ryan McCormick	Allegan, MI
4,363,300	Michelle Summers	Columbus, OH
3,990,900	Randy Bodine	Gaithersburg, MD
3,379,400	Jeffrey Smith	Orange, CT
3,138,800	Brian Kluk	Des Plaines, IL
3,091,100	Gordon Blukis	Los Altos, CA
2,387,900	James Putnam	Oswego, NY
2,157,200	Dawn & Donna Jones	Goshen, IN
2,041,700	Ken Chan	San Jose, CA
1,525,300	John Truong	Novi, MI

Rocketeer (NES)

Finished	Jeff & Danny Thomann	Boonville, MO
Finished	Nate Kinney	Sandwich, IL
Finished	Adam Denhoff	New York, NY
Finished	Brad Crum	Louisville, KY
Finished	Thomas Carmichael	Clinton, LA
Finished	Brett Kempf	E. Stroudsburg, PA
Finished	Clint Sausaman	Denver, IN
Finsihed	Jeremy deWitt	Southern Pines, NC
Finished	Keith Wilcox	Hempstead, TX
Finished	Tom Eddie	Orlando, FL
Finished	James Farr	Owasso, OK
Finished	Jerry Stevens	Mt Home, ID
Finished	Jason Ash	Lubbock, TX
Finished	Eric Pena	San Antonio, TX
Finished	Chris Donadio	Caldwell, NJ
Finished	Ryan Kelley	San Diego, CA
Finished	Angel Ramos	Passaic, NJ

Finished	Chad & Joshua Hett	Kingman, AZ
Finished	AJ & Robert Bianchini	Pittsburgh, PA
Finished	Michael Faddis, Jr	Honey Brook, PA
Finished	James Dunville	Sault St Marie, ON, Canada
Finished	Sam Duncan	New York, NY
Finished	Erin Gray	Ft Worth, TX
Finished	Richard & Randall Cummings	Coos Bay, OR

Rock N Ball (NES)

37,411,090	Millie Hammel	Tamarac, FL
6,630,810	Jeremie Olson	Lyndon, KS
6,246,720	Keith Trice	Hewitt, TX

Rollerball (NES)

32,356,180	Ken Schmidt	Cincinnati, OH
28,706,590	Edward Baran, Jr	Norfolk, VA
24,496,900	Quinten Martin	Kansas City, MO
24,300,980	Doug Chapek	Austin, MN
10,002,050	William Reis	Philadelphia, PA
7,258,660	Dalen Eckert	Auburn, IN
3,769,490	Mike Mendenhall	Kansas City, MO

Roller Games (NES)

Finished	Glen Pavan	Clifton, NJ

Rolling Thunder (NES)

92,100	Ray Severance	–

Romance of the Three Kingdoms (NES)

Finished	Ed Enright	Catasaqua, PA
Finished	Mark Srago	Kansas City, MO

Rush N Attack (NES)

9,999,990	Daryl Bolen	Miamisburg, OH
9,999,990	Chris Bromley	Rigby, ID
9,999,990	Tom Bukowiecki	LaGrange, IL
9,999,990	Karlo Diaz	Calexico, CA
9,999,990	Bradley DeWayne Handley	Sheffield, AL
9,999,990	Brian Gatti	Manhasset, NY
9,999,990	Brian Kingsley	Carmel, CA
9,999,990	Dana Muchow	Lafayette, MN
9,999,990	Mike Strande	Racine, WI
9,999,990	Mike Whalen	Columbus, OH
6,458,300	Leui Lowe	Bellevue, WA
4,183,640	Shawn Oleson	Roundrock, TX
4,113,900	Philip Conway	Seattle, WA
3,256,200	Frank Malloy	Riverside, CA
2,150,300	TJ Hoffman	–
1,285,200	Bradley Estep	Elk Park, NC
1,090,200	Mike Snowhill	Franklin, NJ
836,400	Greg Piskorski	Erie, PA
756,400	Russ Madison	Costa Mesa, CA
556,500	Chris Cassiere	Cincinnati, OH
473,200	Jon Wells	Lexington, KY
330,900	Jason Hopkins	Vicksburg, MS

Section Z (NES)

406,920	Edgardo Lugo	Cressona, PA

Seicross (NES)

9,999,950	James Leveillee	W. Warwick, RI
9,999,900	Jason Arts	Wisconson Rapids, WI
9,999,900	Jon Mattson	Roseau, MN

9,999,900	Jamie Nif	Franklin, TN
9,999,900	Nick Ramirez	Lafayette, CO
9,999,800	Brent Carroll	Crawfordville, FL
9,999,800	Glenn Sewell	Mobile, AL
2,690,600	Robert Creal	Grand Bay, AL

Seventh Saga (Super NES)

Best Finishing Times

31 hr, 2 min	Mark Charlton	Grimsby, ON, Canada
31 hr, 52 min	George Brown	York, PA
32 hr, 4 min	Max Andrews	Mountlake Terrace, WA

Shadow Gate (NES)

Finished	Stephen August	Naples, CA
Finished	Dean Brown	Katy, TX
Finished	Jeff Civitate	Escondido, CA
Finished	Jimmy Drakapol	Highland Springs, VA
Finished	Adam Frederick	Orland Hills, IL
Finished	Chris Greene	Jacksonville, FL
Finished	Andi Jarrett & Brian Lang	Freeburg, IL
Finished	Tony Pawlak	Palos Hills, IL
Finished	Jeff & Bobby Schatz	Baltimore, MD
Finished	Pete Snyder	Zionsville, PA

Shadow of the Ninja (NES)

Finished	Michael Prowatzke	Wood Lake, MN
Finished	Jason Charette	Dearborn, MI
Finished	Richard Modjeski	Fremont, CA
Finished	David Richardson	St Louis, MO
Finished	Vincent & Ron Agay	Irvington, NJ

Shingen the Ruler (NES)

Finished	Ken Mack	Berkley, MI

Silent Service (NES)

90,260	Peter Cattouse	Lawndale, CA
78,700	Kevin Sheetz	Goshen, IN

Silver Surfer (NES)

9,999,600	Sam Schaperow	Waterford, CT

Players Able to Finish:

Finished	Adam Niver	Mexico, NY
Finished	Jeff Rohr	Blue Springs, MO
Finished	Michael Thompson	Elgin, SC
Finished	Nicholas Brisson	Denver, CO
Finished	Stephen LaFrance	Canyonville, OR
Finished	William Sico	Huntsville, AL

SimCity (Super NES)

Highest Population:

604,280	Brad French	Ferrysburg, OH
555,120	Bradley Nurse	Petersborough, ON, Canada

Oldest City:

July 9912	Bradley Nurse	Petersborough, ON, Canada

Quickest Time to Megalopolis:

Oct. 1900	Dale Small	Alba, MO
July 1901	Shawn Conn	Jeffersonville, IN
Oct. 1901	Penny Bodine	Snohomish, WA

Dec. 1903	Anthony Lee	Sunnyside, NY
Mar. 1904	Bob & Grace Hocum	Black Creek, NC
Aug. 1904	Tony Giacinto	San Jose, CA
Aug. 1905	Craig hanson	Vashon, WA
Apr. 1906	Joshua Habdas	Woodridge, IL
Jan. 1907	Peggy Johnsen	Seattle, WA
Jan. 1915	Jim Ham	Bison, KS

Quickest Megalopolis with Freedom Landscape:

5 years	Mark Rosario	Victoria, BC, Canada
9 years	Mike Leahey	Dartsmouth, NS, Canada

SimEarth (Super NES)

Shortest time to Nanotech Age:

7.5 million years	Josh Lytle	Bellevue, WA

Simpsons: Bart vs. the Space Mutants

Finished	Peter Scarlata	Commack, NY
Finished	Christopher Gee	Anaheim, CA
Finished	Matthew Davidson	Baltimore, MD
Finished	Jason Rosenstiel	Coon Rapids, MN
Finished	Johnny Allen	Cartersville, GA
Finished	Tom Austin	Mt Clemens, MI
Finished	Brian Gettleman	New Rochelle, NY
Finished	Daniel Bell	Dothan, AL
Finished	Jeff & Matt Malinoski	Enfield, CT
Finished	Joey Costello	Trenton, NJ
Finished	Jonathan Fox	Ft Wayne, IN
Finished	Kelly Beiseker	Upland, CA
Finished	Kevin Drzakowski	St Charles, MO
Finished	Kirby Jarvis	New Palestine, IN
Finished	Melanie & Ginger Dichiara	Elmira, NY

Finished	Scott Stauffer	Aripeka, FL
Finished	Terry Durham	Canton, SD
Finished	Tim Smith	Grand Island, NY
Finished	William Carter	Tewksbury, MA
Finished	Bill & Aaron Carroll	Romeo, MI
Finished	Jared Hintz	Bismark, ND
Finished	Jay Cartwright	Raleigh, NC
Finished	Rachael Smith	Belvidere, NJ
Finished	David Trossman	Glenview, IL
Finished	Lance Black	Holden, ME
Finished	Shaun Mackell	Gray, ME
Finished	Mike Bunton	Casper, WY
Finished	Craig Rawson	Pleasanton, CA
Finished	Evan & Marc Buther	S. Salem, NY
Finished	Nick A. Lugo	Brooklyn, NY
Finished	Derek O'Riorden	Stow, MA
Finished	Joseph Morris	Ebensburg, PA
Finished	Joe Vallee	Woodbury, NJ
Finished	Branden Brown	Scenery Hill, PA
Finished	Mike Rector	Crystal River, FL
Finished	Adam Vig	Aneta, ND
Finished	Jon Romashko	Roselle, IL
Finished	Ted Santos	Kirkland, WA
Finished	Vince Capocci	Canton, OH
Finished	Joshua Butler	Quartz Hill, CA
Finished	Moekid Anderson	Chicago, IL
Finished	Jamie McLain	Gladehill, VA
Finished	Christian Smentek	Chicago, IL
Finished	Shaun Johnson	Gallatin, TN
Finished	Josh Magyery	Bristol, IN
Finished	Aaron & Scott Quinn	Huntington Beach, CA

Simpsons: Bart vs. the World (Super NES)

Finished	Ryan Bangert	Green Bay, WI (5/1/92)
Finished	Matthew Davidson	Baltimore, MD (5/1/92)
Finished	Adam Warren	Eureka, CA (5/1/92)
Finished	Sei Il Im	Woodside, NY (5/1/92)
Finished	Donny Davis	Houston, TX
Finished	Alex Fagnan	Patterson, CA
Finished	Erin Massa	San Pablo, CA
Finished	Michael & Kevin Drzakowski	St Charles, MO
Finished	Michael Potts	Riverdale, MD
Finished	Ryan McCormack	Bismark, ND
Finished	Justin Lindh	Billings, MT
Finished	Craig Meland	Olmstead Falls, OH
Finished	Jay Cartwright	Raleigh, NC
Finished	Bob Walz	Onsted, MI

Simpsons: Escape from Camp Deadly (Game Boy)

222,400	Gina Neal	Vancouver, WA
215,002	Luke Woodward	Roseville, CA
202,010	Keith Frank	S. Edmonton, AB, Canada
200,108	Danny Dewey	Portland, OR

Skate or Die (NES)

40,000	Craig Batten	Norcross, GA
39,500	Pat Vaeth	Lockport, NY
15,264	Dan Sullivan	Evansville, IN
15,166	Jack Butcher	Williams, AZ

14,078	Adam Snyder	Westminster, CO
13,072	Kyle Johnson	Federal Way, WA

Skate or Die II: The Search for Double Trouble (NES)

219,324	Eric Pearson	Carrollton, TX
213,200	Keith Snyder	New Oxford, PA
196,570	Brandon Fenske	Rochester, MN
193,278	TJ Mohr	Fremont, NE
160,639	Pat Carey	Tulsa, OK
146,336	Michael Killoren	State College, PA
139,000	Pete Maher	Oakhurst, NJ
131,575	Richard Wallen	Tekonsha, MI
111,079	Zach Ryan	Simi Valley, CA
107,906	Nick Ponton	Ashkum, IL
105,841	Chris Oster	Liverpool, NY

Sky Kid (NES)

100,530	Louis Goldfern	N. Miami Beach, FL

Sky Shark (NES)

1,043,570	Jeff Yonan	Fremont, CA
118,080	Aaron Blum	Battle Ground, WA

Smartball (NES)

Finished	Cheryl Stovall	Sophia, WY
Finished	Cynthia Leed	Lancaster, PA
Finished	Mac Riddel & Curt Martinson	Andover, MN
Finished	Michael Thrash	Ft Worth, TX
Finished	Suzanne Elliot	Boston, MA
Finished	Tracey Jullian	Rochester, NY

Finished	Curtis Lindsly	Phoenix, AZ
Finished	Ian Black	Cincinnati, OH

Snake Rattle N Roll (NES)

763,550	Michael Panka	Canby, MN
760,850	Matt Wallace	Tacoma, WA
502,100	Kenneth Galbraith	Pleasant Grove, UT
465,050	Chris Cobb	Dedham, MA
202,400	Erin Kraft	Lusby, MO
134,700	Adam Cuerden	W. Deer Township, PA

Snake's Revenge (NES)

Finished	Donny Engle	Centreville, MD
Finished	Tim Adams	Portland, OR
Finished	Kevin Shaughnessy	Mesa, AZ
Finished	Matt Gallucci	Mesa, AZ
Finished	Sergio Strugar	Bronx, NY
Finished	Jamie Carey	Apalachin, NY
Finished	Mark Ericson	Apalachin, NY
Finished	David Miller	Whittier, CA
Finished	Gregory & Lance Milken	Encino, CA
Finished	Jack King	Lillian, AL
Finished	Ron Clark	Wayside, NJ
Finished	Taylor & Philip Mackert	Colorado City, AZ
Finished	Brian Schemenaur	Indianapolis, IN
Finished	Michael Marcano	Bronx, NY
Finished	David Minter	Owensboro, KY
Finished	Steven Gregg	Lakeland, FL
Finished	Eric Wehger	Schelton, CT

Solar Jetman (NES)

Finished	Sean Bryan Quinn	Baltimore, MD

Finished	Matt Mochel	Westmont, IL

Solomon's Key (NES)

16,632,980	Carole Bradley	Visalia, CA
15,524,860	Clive Mirams	Ringold, GA
15,200,120	Howard Hudimatch	Northfield, CT
15,016,580	Ed Dorin	Richmond, VA
13,420,910	Jef Adkins	Attica, NY
13,190,140	Eddie Dorin	Richmond, VA
12,431,980	Mark McReynolds	Creve Couer, MO
12,192,830	Nancy M. Lane	Bend, OR
8,072,180	Ed Dorik	–
4,703,810	Cheri Moore	Seattle, WA
2,312,910	Paul Howard	S. Easton, MA
1,276,920	Mike Nedley	Chatham, NJ

Solstice (NES)

Finished	Joey Warfel	Midlothian, VA
Finished	Steve Pierce	Oceanport, NJ
Finished	Ashley Tricklin	Aberdeen, MD

Space Shuttle Project (Super NES)

Finished	David Howell	Ooltewah, TN
Finished	Jake Little	Jackson, MS
Finished	Kirstie Davis	New York, NY
Finished	Mike Sorice	Houston, TX
Finished	Tim Herschbach	Grove, OK

Spelunker (NES)

1,610,000	Brian Grivna	Edina, MN
880,690	Joe Goblet	Oswego, IL

640,790	Emilie Klohs	Ann Arbor, MI

Spiderman (Super NES)

24,798	Taben Winter	Putt Putt Golf; Fairfield, IA (4/20/97)
19,330	Andrew Gallagher	Putt Putt Golf; Fairfield, IA (4/20/97)

Spy Hunter (NES)

555,550	Damon Fleming	–
206,333	Eric J. Meske	Whitewater, WI
151,580	Jonathan Rothtock	Drexel Hill, PA

Sqoon (NES)

12,012,210	Glen Stockwell	–
1,778,500	Paul Sawchuk	Rancho Cordova, CA
1,010,660	Richard King	Rancho Cordova, CA
142,500	Steven Joo	Los Angeles, CA

Star Force (NES)

6,970,600	Chad Harrigan	Arlington, TX
6,443,900	Jonathan Henry	–
5,129,200	Robert Gines	Long Beach, CA
2,287,300	Masayuki Tanaka	Vienna, VA
668,800	Ryan Branch	Seattle, WA

Star Fox (NES)

68,700	Jose Rodriguez	Philadelphia, PA
68,700	Justin Massoud	Bloomingdale, NS
68,700	Matt Palumbo	Dubois, PA
68,700	Willie S. Reynolds	Milwaukee, WI

68,700	Jose Rpdriguez	Philadelphia, PA
68,700	Terry Tolman	Odgen, UT
68,100	Duke Hoang	San Francisco, CA
67,900	Ben Fogelson	Hillsboro, OR
67,800	Jimmy Brunton	Hubert, NC
67,800	Michael Marcano	Bronx, NY
67,800	John Jurjevich	Harahan, LA
67,600	CJ Nemec	McKees Rocks, PA
67,300	Matthew Gillard	Kelligrews, NF
67,300	James Todd	Colorado Springs, CO
67,200	Brian Montgomery	Scottown, OH
67,200	Corey McGlone	Clintonville, WI
66,500	Derek McClinton	Game Play Counselor
59,500	Daniel Garcia	Fabern, TX
58,900	Scott Peters	Kaukauna, WI
58,300	Joseph See	Ripon, CA
57,400	Wayne Priskill	San Leandro, CA

Star Fox (Super NES)

Lowest Finishing Scores:

4,700	Douglas Szperka	Philadelphia, PA
5,400	Dew Willcoxon	Lithonia, GA
6,100	John MacKay	Douglas, KS
6,200	Nathan Bowerman	Cedarville, AR
6,600	CJ Nemec	McKees Rocks, PA
7,200	Tim Gertsch	Goose Creek, SC
7,400	Mike Gihrdina	Springfield, VA
7,700	Eric Churchill	Lenexa, KS
7,800	Tom Adams	Pelham, NH
8,000	Ethan Martin	Wayne, NJ

Star Fox Competition Pak

180,253	Drew Willcoxon	Conyers,GA
179,336	Tim Dyer	Garden Grove, CA
57,200	Erwin Dawkins, Sr	–

Starship Hector

2,283,500	Richard Carder	Hoopston, IL

Star Soldier (NES)

1,525,500	Charles Robert Chasteen	Berea, KY
807,900	Matt Hastings	Hinsdale, IL
475,000	Steven Brooks	Cranston, RI

Star Trek (NES)

Finished	Frederick Curry	Spencer, IN
Finished	Mark Parker	Winter Garden, FL
Finished	Mike Brooks	Portland, OR
Finished	James Volkmuth	Hamlin, NY
Finished	Jason Niehaus	Roswell, GA
Finished	Matthew Bernhardt	Park City, MT
Finished	Darlene Nathan	Santa Fe, NM

Startropics (NES)

Finished	Valerie Rhein	Moreland Hills, OH
Finished	Byron Hubert	Tonawanda, NY
Finished	Mike Westerman & Rick Houck	Kingsland, GA
Finsihed	Hans Stampfli	Marysville, WA
Finished	Andy Roark	Sandy, UT
Finished	Lance Licciardi	Houston, TX
Finished	Ken O'Connor	Whitman, MA
Finished	Michael Scimmi & Bill Gilmore	Greensburg, PA

Finished	Martin Coster & Alan Gust	Evergreen, CO
Finished	Ryan Rowan	Hartsville, SC
Finsihed	Guy Dube	Matane, PQ
Finished	Jeff Fussell	Wilson, NC
Finished	Jason Weaver	Ann Arbor, MI
Finished	Jason Temple	Amherstburg, ON, Canada
Finished	Adam Handley	Richland, WA
Finished	Erik Mandt	Vancouver, WA
Finished	Eric Wallace	Jacksonville, FL
Finished	Jennifer Cannon	Sioux City, IA
Finished	Richard Jew	Fremont, CA
Finished	Rick Sassano	Clovis, CA
Finished	Joel & Ethan Wolitzger	W. New York, NY
Finished	Kim Rodieck	Seattle, WA
Finished	David Schueneman	Cleveland, OH
Finished	Glenn Hall	Aloha, OR
Finished	Eric Ohlig	Gonzalez, LA
Finished	Shawn Tucker	Millstadt, IL
Finished	Chris Jamison	Wyandotte, MI
Finished	Michael & Brian Adelstein	Pepper Pike, OH
Finished	Janet Hertlein	St Louis, MO
Finished	Rick Angell	Walkersville, MD
Finished	Bobby Redd	Santa Maria, CA
Finished	Mark Owens	Murchison, TX
Finished	James Whaley	Maryville, TN
Finished	Carole Beeton	Pleasant Hill, CA
Finished	Dan Regazzi	Weston, ON, Canada
Finished	Dave Rutledge	Ada, OK
Finished	Mike Kling	Maple Ridge, BC
Finished	Jeff Koecher & Brian Garrett	Plantation, FL
Finished	Rob & Matt Parkins	Ansonia, CT
Finished	Ray & Kirk Atkins	Houston, TX
Finished	Christine Wilhelm	Lincoln, NE

Finished	Ron Darschewski	Glendale, IL
Finished	David Van Wyk	Ashburn, GA
Finished	Debra Gammon	Reidsville, NC
Finished	Heather Bournival	Pearcy, AR
Finished	George Wooten, Jr	Nashville, TN
Finished	Gerry & Joachim Castellano	Roselle, NJ
Finished	Ron Knight	Seminole, FL
Finished	Matthew Taskey	Charlottesville, VA

Star Voyager (NES)

Finished	Steve Pierce	Oceanport, NJ

Star Wars (Super NES, 1992)

Players Able to Finish:

Finished	Fernando Jimenez	Rialto, CA
Finished	Corey Landy	Acme, PA
Finished	Jon Hartman	Kendallville, IN
Finished	Thomas McTeer	Berkley, MI
Finished	Lucas Phillips	Nicholasville, KY
Finished	Andrew Jackson	Lafayett, LA
Finished	Brett Robinson	La Plata, MD
Finished	Franny Lowekey	Minneapolis, MN
Finished	Kevin Kitamura	Hilo, HI
Finished	Robert Leslie	Los Angeles, CA
Finished	Steve Taylor	Toronto, ON, Canada

Stealth ATF

2,103,800	David & Fred Christian	Harahan, LA
2,000,500	Gerry Bendure	White River Junction, VT
1,971,800	Warren Seymour	Providence, RI
1,904,600	Gary Chenier	Portland, OR
1,513,400	Ron Irwin	Chicago, IL

1,365,100	Dan Latson	S. Bend, IN
1,233,400	Nicholas Marsik	Cleveland, OH
1,100,800	Mike and Rick Almeida	Pawtucket, RI
982,800	Mike Cheek	Silverdale, WA
755,700	Huynh Khanh-An	Montreal, PQ
755,700	Virgil Merkel	Mandan, ND
616,600	Larry Numrich	Latham, NY
545,000	Mark Sng	Chester, OH
319,000	Cameron Pinkerton	Harvest, AL
300,800	Gregory Kline	Meadville, PA

Stinger (NES)

99,999,900	Richard Allen	Gaffney, SC
99,592,000	Paul Bradford	Los Angeles, CA
48,104,800	Danny Molayem	Rockville, MD
13,933,400	Diana Rebecchi	Hayward, CA
12,087,300	Joe Wleklinski	Glenview, IL
11,338,600	George Rodriguez	Calexico, CA
10,610,600	Michael Sartra	Merrick, NY
4,716,800	Myrna Burge	Santa Ana, CA
4,030,000	Harry Gonzales	Calumet Park, IL
3,702,800	Steven Landucci	Coraopolis, PA
3,673,100	Andrew Gaffner	Signal Mt, TN
3,231,800	Jamie Shafer	Scottsdale, AZ
852,805	Shana Kane	Cranston, OH
457,800	Jody Zanders	Malvern, IA

Street Challenge (NES/American Technos)

Note: Character in Parenthesis.

400 M Hurt-les:

0:51 (Wheels)	Stephan Hamel	Maniwaki, QB, Canada
0:52 (Crash)	Ikonya Nginyo	St Johnstown, PA

0:52 (Spreck)	Robert Myers	Oklahoma City, OK
0:52 (Artie)	Marvin A. Lopez	Port Orchard, WA
0:53 (Wheels)	Scott Kessler	Southgate, MI
0:54(Wheels)	Desmond Wu	San Carlos, CA
0:54	Ted Chuh	San Mateo, CA
0:57 (Spoon)	Mike Mathews	Boston, MA
0:58 (Sting)	Shannon White	Phoenix, AZ
1:00 (Clint)	Bennett Meyer	Richmond, VA
1:08 (Skip)	Evan Burns	Detroit, MI

Water Slaughter:

0:22 (Milo)	Robert Myers	Oklahoma City, OK
0:49 (Todd)	Scott Kessler	Southgate, MI
1:39 (Clint)	Desmond Wu	San Carlos, CA
1:40 (Clint)	Ted Chuh	San Mateo, CA
1:44 (Knots)	Jerry Anderson	Edina, MN
1:47 (Spreck)	Chris Larson	Austin, TX
1:49 (Zack)	Howard Isaac	Peoria, IL
1:53 (Milo)	Pat Hudson	Denver, CO

Skyline Scramble:

0:52 (Wheels)	Stephan Hamel	Maniwaki, QB, Canada
0:52 (Crash)	Scott Kessler	Southgate, MI
0:52 (Wheels)	Robert Myers	Oklahoma City, OK
1:04 (Crash)	Ted Chuh	San Mateo, CA
1:01 (Crash)	Desmond Wu	San Mateo, CA
2:07 (Barns)	Jed Overland	Des Moines, IA
2:10 (Cheese)	Nick Vennetti	Newark, NJ
2:12 (Dove)	Larry Hoffman	Pittsburgh, PA
2:14 (Crash)	Gregory Lee	Omaha, NE

Judo:

0:39 (Noise)	Desmond Wu	San Carlos, CA
0:49 (Noise)	Ted Chuh	San Mateo, CA
0:53 (Crash)	Scott Kessler	Southgate, MI
1:27 (Cheese)	Perry Fazio	Milwaukee, WI, CA
1:27 (Cheese	Perry Fazio	Milwaukee, WI
1:33 (Todd)	Brant McGregor	Sugarland, TX
1:40 (Artie)	Jamie Rhodes	Ft Myers, FL
1:51 (Baldy)	Mike Krueger	Providence, RI
1:52 (Zack)	Brad Worth	Stamford, CT
2:03 (Crash)	Sandy Beck	Kansas City, KS

Street Fighter 2 (Super NES)

Player Able to Finish:

Finished	Mark Lohr	–
Finished	Mark Jasper	College Station, TX
Finished	Reginald Kee	Suitland, MD
Finished	Chris Brown	Wheaton, MD
Finished	Matt Harmon	Scarborough, ME
Finished	Ronald Orrungroj	San Marcos, CA
Finished	Scott Leininger	Schenectady, NY
Finished	Randy & Jason Beltran	Gardem Grove, CA
Finished	Donny Davis	Houston, TX
Finished	Keoni Lota	Honolulu, HI
Finished	Jason Bouska	Clinton, IL
Finished	Kasey Tahiguchi	Paia, HI
Finished	Evan Kelly	W. Haven, CT
Finished	Brandon Brown	Lithonia, PA

Highest Scores:

1,777,510	Carlton Barnes	–
1,161,100	Francis Ibanez	–

Street Fighter 2010

Finished	Randy Rawe	Modesto, CA

Stunt Race FX (Super NES)

Best Times on Radio Control Track 1:

6.85 sec	Joshua Stamulis	Palm Coast, FL
7.23 sec	Jonathan Sturack	Hazleton, PA
7.32 sec	Frankie Biega	Wheeling, WV
7.60 sec	Jeremy Lassetter	Midland, TX
7.61 sec	Michael Lasky	Reseda, CA
7.96 sec	Chris Friesen	Killarney, MB, Canada
8.06 sec	Jonathan Bryant	Burlington, NC
8.16 sec	Steve Dworzecki	St Clair Shores, MI
8.23 sec	Kert Gartner	Winnipeg, MB, Canda

Novice Mode, Speed Trax:

6:59.17	Tony Bower	London, ON, Canada

Super Adventure Island (Super NES)

650,000	Jeff Adkins	–
494,100	Christopher Bucci	–
116,800	Colleen Bastien	–

Game Edition That Ends:

Finished	Michael Thrash	Ft Worth, TX
Finished	Mitchell Mellenberger	S. Wayne, MI
Finished	Charles Moody	Havre, MT

Super Black Bass (Super NES)

Biggest Fish Caught:

27 lb. 1 oz.	Amaziah Hexamer	Hillside, ON, Canada
27 lb.	Trey Bettes	Irving, TX
27 lb.	James White	Elkhart, IN (8/94)
26 lb. 9 oz.	Douglas Schultz	Urania, LA
26 lb. 6 oz.	Jeremy Carter	Hillsboro, OH
26 lb. 1 oz.	Willy Meyer	Roselle Park, NJ
26 lb.	Christian Sirnic	Jeanette, PA
24 lb. 14 oz.	David Murawski	Lake Zurich, IL
24 lb. 11 oz.	John Dorton	Speedway, IN
24 lb. 4 oz.	John Bestor	Kansas City, MO
24 lb. 3 oz.	Keith Simpson	Fresno, CA
24 lb. 1 oz.	Doug Schultz	Urania, LA
24 lb. 1 oz.	Mike Litman	Rantoul, IL
23 lb. 11 oz.	Ray Baldrick	Cincinnati, OH
22 lb. 8 oz.	Brian Heasley	Presto, PA
22 lb. 6 oz.	Lance Weeden	Bristol, TN
21 lb. 2 oz.	Bryan Padgett	Winter Garden, FL
20 lb. 2 oz.	Anthony Keller	Memphis, TN

Super Bomberman

174,430	Pete Rocha	Freehold, NJ

Super C (NES)

9,999,990	David Wright	–
9,999,990	Ryan Barker	Greenwich, CT
9,999,990	Mike Bush	Concord, MA
9,999,990	Wesley Collins	Evansville, IN
9,999,990	Jeff Hull	Tracy, CA
9,999,990	Ken Vance	Las Vegas, NV

9,999,990	Jarrod Pritchard	Hickory, NC
9,999,990	Jason Stell	Shreveport, LA
9,999,990	Mark Stella	Englewood, NJ
9,999,990	Chris Utz	W. Chester, PA
9,999,990	Phillip Wolf	Carrolton, TX
1,543,000	Anthony Montoya	Corona, CA
1,113,030	Kevin Orr	Oklahoma City, OK

Super Castlevania IV (Super NES)

Finished	Ryan & Brent Donaldson	Hamilton, ON, Canada
Finished	Joseph Harris	Lake Wales, FL
Finished	Andy & Ryan Midura	Ware, MO
Finished	Cristos Karras & Carlos Morales	Brossard, PQ
Finished	Cliff May	Laguna Niguel, CA
Finished	Kenny Newman	Murrells Inlet, SC
Finished	Randy Lukken	Superior, WI
Finished	Rob & Matt Parkins	Ansonia, CT
Finished	Roy Bolton	Oscoda, MI

Super Ghouls N Ghost (Super NES)

Finished	Danny Gold	Howard Beach, NY (5/1/92)
Finished	Kent McKinney	Lakeland, FL (5/1/92)
Finished	Dan Watabe	Wrightstown, NJ (5/1/92)
Finished	Dennis Dewey	Blanchard, OK (5/1/92)
Finished	Joshua Dilley	Chillicothe (5/1/92)
Finished	Daniel Tibbetts	Houston, TX (5/1/92)
Finished	Mark Pena	Bedford, TX (5/1/92)

Finished	Anthony Pepe	Pocano Lake, PA
Finished	Brian Champion	Cleveland, OH
Finished	Brian Defreese	Eagle River, AK
Finished	Darren Ng	El Sobrante, CA
Finished	Darryl Kiepke	Portland, OR
Finished	Eric Longlin	Methuen, MA
Finished	Mike Beltramo	Atherton, CA
Finished	Robert Fortin	Longueuil, PQ

Superman (NES)

Finished	Michael Murray	W. Linn, OR

Super Mario Bros. (NES)

9,999,950	Roberto Beaupre	Rimouski, PQ
9,999,950	Randy Carlstrom	Nashua, NH
9,999,950	Francis Lightner	Encinitas, CA
9,999,950	Jason Hancock	Newark, CA
9,999,950	Eric Hesse	Auburn, NY
9,999,950	Phoc Hoang	Florissant, MO
9,999,950	John Legg	Huntington, WV
9,999,950	Tad Madsen	Aurora, CO
9,999,950	Jason Minnich	Portland, IN
9,999,950	Jeremy Newburg-Rinn	Washington, DC
9,999,950	Jim Prendergraft	Springfield, OH
9,999,950	Steven Repella	Alexandria, VA
9,999,950	Brent Reynolds	Saratoga, CA
9,999,950	Tony Tobia	Palmerton, PA
9,999,950	Mike Williams	Petoskey, MI
9,999,950	Allen You	Houston, TX
9,999,950	David Loder	Niles, MI
9,999,950	Kelly Maher	Victoria, BC, Canada
9,999,950	Mark McNeil	Hamilton, ON, Canada

9,999,950	Stefan Montgomery	Inman, SC
9,999,950	Eric Nelson	Pebble Beach, CA
9,999,950	Andrew Brophy	New York, NY
9,999,950	Anna Thompson	Yucaipa, CA
9,999,950	Blaine Hale	Midland, TX
9,999,950	Chad Speer	Taloga, OK
9,999,950	David Mills	Kearneysville, WV
9,999,950	David Rigg	Helena, AL
9,999,950	Greg Nannery	New York, NY
9,999,950	Janet Blake	Menominee, MI
9,999,950	Tamy Murray	Poplar Bluff, MO
9,999,950	Todd Allen	Hoffman Estates, IL
9,999,950	Roger Preble	S. St Paul, MN
9,999,950	Barbara Renteria	Concord, CA
9,999,950	James Coker	Riverview, FL
9,999,950	Evan McMullin	Salt Lake City, UT
9,999,950	Ramona Wooldrige	Chicago, IL
9,999,950	Frank D'Aloia	Orlando, FL
9,999,950	Juliusz Kowalczk	Dorcester, MA
9,999,950	Christopher Leibach	Olathe, KS
9,999,950	Ernest Hazelwood	Portsmouth, VA
9,999,950	Jeff Tone	San Jose, CA
9,999,950	Tom Rivinus & Matt Reynolds	El Cajon, CA
9,999,950	Ann C. Harrold	Greensburg, PA
9,999,950	Lisa Anne Jermann	Patterson, NJ
9,999,950	Shaun Spadafora	Melrose, MA
9,999,950	Roseanne Macaluso	Chicago, IL
9,999,950	Steven Lovelace	Lincolntown, NC
9,999,950	Samuel Presby	Tahlqauh, OK
9,999,950	Michael Barba II	Las Vegas, NV
9,999,950	Eric Dokken	Williamsville, NY
9,999,950	Marc Sadowski	Rice Lake, WI
9,999,950	Mark Petremont	Milford, CT

9,999,950	Mark Korinek	Campbell, MN
9,999,950	Richard Badger	Huntsville, TX
9,999,950	Rich Puliafico	N. Reading, MA
9,999,950	Joey Fanguy	Houma, LA
9,999,950	Tommy Scholl	Orland Park, IL
9,999,950	Michael Barrett	Panama City, FL
9,999,950	Jeff Benson	New Paris, IN
9,999,950	Peter Bonet	Bronx, NY
9,999,950	Leo Duell	Madison, WI
9,999,950	Lauren Ferman	Nanuet, NY
9,999,950	Kerry Humphreys	Orem, UT
9,999,950	Joshua Kusturin	Springfield, IL
9,999,950	Cliff Blezinski	N. Andover, MA
9,999,950	Jayson Burkel	Allen, TX
9,999,950	Leon Darst	Springfield, OH
9,999,950	Alan Frank	Medford, MN
9,999,950	Jeff Hacker	Columbus, OH
9,999,950	Jason Harens	Hamilton, IL
9,999,950	Erik Haynie	Hood River, OR
9,999,950	Jeremy Klamer	Shawnee, KS
9,999,950	David Madden	Rockford, IL
9,999,950	Ellen Majewski	Stratford, CT
9,999,950	Jeff Marsden	Pekin, IL
9,999,950	Ricardo Morales	Springfield, NJ
9,999,950	Jon Pfendler	Indianapolis, IN
9,999,950	Mary Phong	Baltimore, MD
9,999,950	Jason Reynolds	Chesterfield, MO
9,999,950	Stephen Richardson	Irvine, KT
9,999,950	Dave Stayner	Niagara Falls, NY
9,999,950	Mark Wilkinson	Salisbury, MA
9,999,950	John Yochim	Sterling, VA
9,999,950	Andrew Yochim	Mishawaka, IN
1,220,050	Sam Hartmann	Newburgh, IN

Super Mario Bros. 2 (NES)

Finished	Henry Benz	Cleveland, OH
Finished	Ben Herd	Redmond, WA
Finished	Hoyt Johnson	Athens, TX
Finished	Kevin Johnson	Athens, TX
Finished	Michael Sharp	Athens, TX
Finished	Rusty Sharp	Athens, TX
Finished	Steve Springer & Jas Gile	Redmond, WA
Finished	Jens Thompson	Redmond, WA
Finished	Rick Wysaki	Traverse City, MI

Super Mario Bros. 3 (NES)

9,999,990	Peter Carter	Garland, TX
9,999,990	B. Coody & K. Edmonson	Pineville, LA
9,999,990	Bruce Cottingham	Houston, TX
9,999,990	Shannon Jenkins	Choctaw, OK
9,999,990	Leigh Marshall	E. Windsor, NJ
9,999,990	David & Lawrence McCraven	La Verne, CA
9,999,990	CJ Nemec	McKees Rocks, PA
9,999,990	John Stirewait	La Russell, MO
9,999,990	Sergio Stugar	–
9,999,990	Nathan Brown & Jimmy Johnson	Sunnyvale, CA
9,999,990	Guy Christiano	Storrs, CT
9,999,990	Lech Czorski	Euclid, OH
9,999,990	Mary & Nicholas Degnan	Lamar, CO
9,999,990	Brian Evans	Tampa, FL
9,999,990	Roy Haddad	Winnetka, CA
9,999,990	Donny Horn	Spokane, WA
9,999,990	Jessica Malloy	Rockaway Beach, MO
9,999,990	Joseph Mulford	Woodbridge, NJ
9,999,990	Mikel Petro	Irving, TX
9,999,990	Mike & Matt Sippel	Hudson, WI

9,999,990	Rob Stokes	Marshfield, MA
9,999,990	Adam Zadok	Brooklyn, NY
9,999,990	Jeremiah Kent	Granada Hills, CA
9,999,990	David Fedov	Taylor, PA
9,999,990	Paul Reinhart	Ft Hood, TX
9,999,990	Randy Magnusson	Staten Island, NY
9,999,990	Tiffany Beasi	Boca Raton, FL
9,999,990	Derek & Roland Rodriguez	Ellsworth AFB, SD
9,999,990	Jade Kerr	Concordia, KS
9,999,990	Howard Lynch	Troy, NY
9,999,990	Jennifer & Tim Koehler	Andover, ME
9,999,990	Troy LaCourse	Chicago, IL
9,999,990	John Shivley, Jr	New York, NY
9,999,990	Joyce Hutton	Milltown, MT
9,999,990	Che Brindle	Trenton, OH
9,999,990	Paul Mendelson	Troy, MI
9,999,990	Anthony Keller	Memphis, TN
9,999,990	Trevor Ault	Wolf Point, MT
9,999,990	Randall Stadstad	Plentywood, MT
9,999,990	Benjamin Fogelson	Hillsboro, OR
9,999,990	Darryl and Roland Dyck	Edmonton, AB, Canada
9,999,990	Robert Cohen	Old Bethpage, NY
9,999,990	Charlie Charlton	Radford, VA
9,999,990	Daniel Barrett	Riva, MD
9,999,990	Steven Masterman	Valencia, CA
9,999,990	Kristen Argenio	Tonawanda, NY
9,999,990	Jeff Scott & Michael Clinard	Lizella, GA
3,181,250	Tim Spencer	Middletown, RI
1,134,810	Craig Robel	Stirling, NJ
858,550	Eric & Ann Kropfreiter	Sterling Heights, MI
617,920	Jacob Sasson	Fairlawn, NJ

Super Mario Kart (Super NES)

Best Times on Bowser's Castle 1:

1:36.69	Peter Kamberis	Buffalo Grove, IL
1:36.99	Casey Clayton	Austin, TX
1:37.40	Chris Hughes	Rye, NY
1:37.74	Patrick Goodwin	Fairfax, VA
1:40.03	Adam Johnson	Rialto, CA
1:52:76	Phil Honeywell	NES Game Play Counselor

Best Time on Choco Island 1:

1:07.26	Joyce Schwarz	Madison, WI
1:10.53	Greg Benevent	Wexford, PA
1:12.16	Adam Lechner	Mayville, WI

Best Times on Choco Island 2:

1:07.19	Israel Knight	Dove Creek, CO
1:07.99	Paul and Jesse Carlson	New Hope, MN
1:08.80	Kendra Elliott	Newport News, VA
1:09.28	Bill Lukianoff	Warren, MI
1:10.71	Jeffy Arensmeyer	Oxford, AL
1:11.47	Mike Brodie	Kitchener, ON, Canada
1:11.74	Greg Pituch	Aurora, OH
1:12.32	Larry McClelland	Beaumont, TX
1:13.30	Adam Johnson	Rancho Cucamonga, CA
1:13.90	Robert Stroh	Bismarck, ND
1:14.65	David Hoffman	Gibsonia, PA
1:16.02	Umesh Babusukumar	Racine, WI
1:16.65	Travis Harper	Redwood Valley, CA
1:16.80	Michael Clark	Pelzer, SC
1:16.87	Nick Sendelbach	Tempe, AZ
1:17.30	Dan and Justin Cooper	Ingram, TX

1:17.40	Brian Campbell	Lindale, TX
1:18.36	J. Berzychowski	Niagara on the Lake, ON, Canada
1:18.40	Geoff Tuttle	Fountain Hills, AZ
1:18.61	Brian Perry	Folsom, CA
1:18.63	Vinson Ridenour	Bellflower, CA
1:18.63	Chris Scott	Hampstead, NC
1:18.81	Michael Rosenbach	Santa Rosa, CA
1:18.89	Andrew Everett	Hudson, OH
1:18.89	Donald Horneff	Tuckertown, NJ
1:18.93	Jarrett Wiley	Roland, AR
1:18.94	Brian Rice	Paintsville, KY
1:19.04	Jason Besherse	Kress, TX
1:19.39	Arthur Subrin	Palm Bay, FL
1:19.74	Alan Gostin	Plano, TX
1:19.79	Andrew Beckett	Sheboygan, WI
1:19.96	Justin Seegmiller	Phoenix, AZ
1:20.39	Justin Bavera	Baltimore, MD
1:20.50	Eric Bengfort	Gainesville, TX
1:20.75	Jason Mundell	Okotoks, AB, Canada
1:20.97	Andy Joynt	Scarsdale, NY
1:20.99	Michael Hernandez	Wilmington, CA
1:21.19	Stephen King, III	Suquamish, WA
1:21.38	Jason Lambert	Monticello, MS
1:21.40	Steve Rose	Hawthorn Woods, IL
1:22.05	Hung Dinh	Tucson, AZ
1:22.20	David Vojtisek	Endicott, NY
1:22.30	Justin Hodgkins	Whitefield, ME
1:22.36	Brian Hyman	Grapevine, TX
1:22.38	Bobby Bellair	Eastpointe, MI
1:22.71	Leonard Steen	Haxsville, KS
1:22.75	Ryan Peterson	Tucson, AZ
1:23.03	Matt Conrad	Sherborn, MA
1:23.06	Ian Young	Merriam, KS

1:23.34	Matt Bucknor	Columbia, M
1:23.36	Phillip Tyler	Ft Worth, TX
1:23.46	Nate Stephens	Ashland, OH
1:23.54	Pat Buchanan	Idaho Falls, ID
1:23.59	Mark Conkle	Bloomington, IN
1:23.64	Jeremy Gelacio	San Diego, CA
1:23.97	Scott Hendrickson	Arcata, CA
1:23.99	Greg Zhelesnik	Bronson, FL

Best Times on Donut Plains 1:

1:18.80	Shawn McNamara	Westfield, NJ
1:21.20	Patrick Goodwin	Fairfax, VA
1:24.77	David Milek	Holland, TX
1:26.22	Matt Zartman	Springfield, OH
1:27.24	Joyce Schwarz	Madison, WI
1:27.44	Jared Roscoe	Westerville, OH
1:27.48	Tim Lucking	Hugo, MN
1:40.86	Terry Munson	Game Play Counselor

Best Times on Ghost Plains 1:

1:07.77	Eddie Mora	Hutto, TX
1:08.77	David Milek	Holland, TX
1:08.82	Peter Kamberis	Buffalo Grove, IL
1:08.84	Jason Beck	Archbold, OH
1:09.02	Brih Mair	Sedro Wooley, WA
1:16:48	Tom Kristensen	Game Play Counselor

Best Times on Mario Curcuit 1:

1:00.88	Ricky Innocent	New Castle, PA
1:01.71	Scott Walters	Tempe, AZ
1:01.98	Matt Bowman	Elkins, PA
1:02.46	Joe Bastone	Monticello, NY

1:02.54	Bryan Ashcraft	Seattle, WA
1:03.26	Jonathan Gay	Ocean Spring, MS
1:03.64	Ben Marshall	Mt Ranch, CA
1:03.67	Jody Perry	W. Brome, PQ
1:04.02	Ernest J. Congiliando	Maple Glen, PA
1:04.09	David Dill	Evansville, IN
1:04.24	Raymond Day	Belleville, MI
1.04.52	Bradley Palmer	Frederickton, NB
1:04.52	Jason White	Sacramento, CA
1:04.59	Bryan Ashcraft	Seattle, WA
1:04.64	David Mitchell	Spencer, MA
1:04.88	Joel Gelatetter	Ballston Spa, NY
1:05.10	Brian Young	Concord, CT
1:05.80	Mike Mueller	Dickinson, ND
1:06.23	John Mak	Alameda, CA
1:06.71	Justin Feller	Grove City, OH
1:07.21	Ryan Jones	Richland Center, WI
1:07.31	Jonathan Elson	Bakersfield, CA
1:07.74	Kevin Cooper	Ferndale, MI
1:07.81	Glenn Ibarra	San Francisco, CA
1:08.29	Michael Postow	Cincinnati, OH
1:08.30	Joshua Danziger	Teaneck, NJ
1:08.55	Jeffrey Smith	Newport News, VA
1:08.64	Brandon Sutler	Yorktown, VA
1:08.70	Carlos J. Gonzalez	Brroklyn, NY
1:09.55	Nick Nighbert	Galloway, OH
1:10.89	Steven Luich	El Cajon, CA
1:11.47	Lee Bleier	Redwood Valley, CA
1:11.97	Sean Egan	–
1:12.34	Stephanie Sutton	–
1:12.45	Phil Honeywell	–
1:13.07	Ryan Hanson	–

Best Times on Rainbow Road:

1:33.04	Peter Kamberis	Buffalo, IL
1:33.47	Adam Johnson	Rialto, CA
1:34.65	Mike Sanfilippo	Collingwood, ON, Canada
1:35.23	Gerard Pisano	St Adolphe-D'Howard, PQ
1:35.69	Adam Lemon	Monterey, CA
1:35.20	Randy Rogers	Orlando, FL
1:36.34	Mark Riley	Powell River, BC, Canada
1:36.52	Kevin Carrano	Hamden, CT
1:36.69	Luke Sparks	Champaign, IL
1:37.64	Brian Weller	Burlington, KY
1:39.26	Graham Lawrence	Hampton, NB
1:39.61	Joseph Jedlicka	Calgary, AB, Canada
1:40.33	Eric Culbertson	Knoxville, TN
1:40.72	Frederick Li	Livingston, NJ
1:41.72	Joyce Schwartz	Madison, WI
1:42.13	Jason Besherse	Plainview, TX
1:42.58	Adrian O'Sullivan	Holliston, MD
1:42.63	Brent Warnock	S. Shore, KY
1:43.53	Mark Zuber	Mt Penn, PA
1:44.26	Kevin Saboda	Ballston Lake, NY

Best Times on Koopa Beach 1:

0:41.69	Matt Warner	Montezuma Creek, UT
0:52.76	David Wonn	Gahanna, OH
0:54.96	Mike Vollmer	Great Bend, NY
0:55.16	Kevin Spalding	Kissimmee, FL
0:55.94	Jeffy Arensmeyer	Oxford, AL
0:55.99	Steve Brauer	Green Bay, WI
0:56.42	Ryan Fitzgerald	Oroville, CA
0:56.82	Harry Gannon	Westmont, NJ
0:57.20	Kelly Anderson	Northfield, MN

0:57.68	Glenn Vongsaiswan	Savannah, GA
0:57.73	Noel Herradura	Savannah, GA
0:57.86	Riley Wilson	Albuquerque, NM
0:58.44	Frederic Busque	Pintendre, PQ
0:58.16	Jason Besherse	Kress, TX
0:58.33	Tony Burrmann	Milwaukee, WI
0:58.54	Christopher Poole	Cape Coral, FL
0:58.54	Seth Thomas	Norman, OK
0:58.64	Kevin Kolodziej	Hammond, IN
0:58.83	Jake Fascia	Clifton Park, NY
0:59.09	Frederic Busque	Pintendre, PQ
0:59.11	Steven Colo	N. Bend, OR
0:59.11	Mike Munn	Nine Mile Falls, WA
0:59.14	Duane Knepp	McClurie, PA
0:59.62	Adam Pulley	Peoria, FL
0:59.71	Tom Haley	Wheaton, IL
0:59.74	David Hoffman	Gibsonia, PA
0:59.90	Adam Johnson	Rancho Cucamonga, CA
0:59.92	Kevin Thorpe	Farmington, NM
0:59.95	Larry McClelland	Beaumont, TX
1:00.07	Justin Arbach	Hoven, SD
1:00.55	George Domitrovich, Jr	Eustis, FL
1:00.68	Alan Frenklach	Orinda, CA
1:00.77	Nick Sendelbach	Tempe, AZ
1:00.87	Maxime Des Roches	Montreal, PQ
1:01.20	David Bult	Hudsonville, MI
1:01.28	Kenny Sundberg	Satellite Beach, FL
1:01.35	Kevin Heath	S. Mills, NC
1:01.35	Jason Scheiner	Levittown, NY
1:01.51	Nordy Ying	Benflower, CA
1:01:55	Chris Kennedy	St Paul, MN
1:01.65	Geoff Tuttle	Fountain Hills, AZ
1:01.76	Jonathan Tamayo	Humble, TX

1:01.81	Anthony Portuesi	Gibsonia, PA
1:01.91	Aaron Kaluszka	Pilot, VA
1:01.98	James Edwards	San Antonio, TX
1:02.03	Dennis Quach	Rosemead, CA
1:02.34	Jeremy Soler	Bakersfield, CA
1:02.74	Umesh Babusukumar	Racine, WI
1:02.78	Travis Taylor	Anchorage, AK
1:03.03	Arthur Subrin	Palm Bay, FL
1:03.16	C. & A. Omine	San Francisco, CA
1:03.32	John Moran	Lincoln, MA
1:03.34	Nathan Bult	Hudsonville, MI
1:03.46	Casey Maxwell	Fernley, NV
1:03:46	Justin Seegmiller	Phoenix, AZ
1:03.47	Jason Ravera	Baltimore, MD
1:03.61	Andrew Beckett	Sheboygan, WI
1:03.61	Benjamin Seab	San Francisco, CA
1:03.61	Gregory Larson	Jamestown, NY
1:03.62	Blake Riddick	Silver Spring, MD
1:03.89	Jeff Bylinowski	Indianapolis, IN
1:03.95	Chelsea Conlin	W. Lebanon, NY
1:04.00	Dwayne Green	Vernal, UT
1:04.15	Michael Becker	York, PA
1:04.27	Derek Redfearn	Vader, WA
1:04.27	Nicholas Schanz	Sussex, WI
1:04.30	Jim Mitchell	Tacoma, WA
1:04.35	Andrew Hawiszczak	Richardson, TX
1:04.44	Michael Carlisle	Orlando, FL
1:04.44	David Youngberg	Davenport, IA
1:04.45	Travis Harper	Redwood Valley, CA
1:04.64	Kevin Williams	Kalamazoo, MI
1:04.70	Hung Duong	Elkridge, MD
1:04.77	Andy Strejc	Milwaukie, OR
1:05.02	CJ Cordero, Jr	Seattle, WA

1:05.02	Kerri Kyler	W. Decatur, PA
1:05.33	Jimmy Carbone	Colorado Springs, CO
1:05.35	Michael Sun	Laguna Niguel, CA
1:05.37	Stephen Kaake	Duluth, MN
1:05.53	Dan & Justin Cooper	Ingram, TX
1:05.61	John Risser	Millersville, PA
1:05.68	Timothy Hutchinson, Jr	Dublin, GA
1:05.70	Michael Grisafe	Ventura, CA
1:05.70	Stephan Nemeth	Montreal, PQ
1:06.00	Dustin Nguyen	Pinole, CA
1:06.25	Anthony Derr	York, NE
1:06.30	Ben Quimby	San Jose, CA
1:06.33	Redentor Rigos	Los Angeles, CA
1:06.35	Jon Hietbrink	Oak Creek, WI
1:06.35	Matt Henning	Burr Ridge, IL
1:06.59	Roc Sansotta	Burtonsville, MD
1:06.89	Omar Dia	Tallahassee, FL
1:06.93	Dave Wagner	Levittown, PA
1:06.99	Christopher Crosby	Salem, MA
1:07.04	Rich Mathy	Sauquoit, NY
1:07.06	Patrick Benjamin	Columbia, MD
1:07.26	Scott Snyder	Buffalo, NY
1:07.44	Justin Royer	Novato, CA
1:07.66	Michael Sizemore	Lebanon, OH
1:07.66	Andrew Gerard	Ulysses, KS
1:07.67	Michael Gum	Bridgeport, WV
1:07.71	Graham Windsor	Pensacola, FL
1:08.20	Robert Borzychowski	Niagara on the Lake, ON, Canada
1:08.34	Aric Milley	Philipsburg MT
1:08.42	Mary Stone	Bushnell, IL
1:08.45	Matt Baird	Portland, OR
1:08.55	David Fang	Flamshire, TX

1:08.59	Joshua Vredenberg	Canby, OR
1:08.62	Brandon Brown	Pixley, CA
1:08.62	Kai Hiatt	Anchorage, AK
1:08.62	Michael Rosenbach	Santa Rosa, CA
1:08.62	Brian Sobotta	Orefield, PA
1:08.84	Beverly Hartzog	Jefferson City, MO
1:08.89	Michael DeHart	Kent, WA
1:08.93	Glenn Garber	Mt Holly, NJ
1:08.93	Keirnyn Ross	Potsdam, NY
1:08.95	Travis Nauman	Lancaster, OH
1:09.00	Steven Giavassis	Yonkers, NY
1:09.03	Charlie Kinzer	Watseka, IL
1:09.13	Brad Wilson	Hale, MI
1:09.13	Josh Mathis	Marietta, GA
1:09.17	Josh Scarlett	Littleton, CO
1:09.17	Julie Bellizzi	Nazareth, PA
1:09.23	Bronn Tallant	Douglasville, GA
1:09.25	Joe Laufenberg	Watertown, WI
1:09.40	Travis Reed	Feeding Hills, MA
1:09.70	Bryan Houder	Gap, PA
1:09.72	Brad Smith	St Charles, MO
1:10.18	Rudy Bruder	Florence, KY
1:10.31	Travis Bieber	Oley, PA
1:10.36	Tom Lyman	Chicago, IL
1:10.79	Kate Lynch	Seattle, WA
1:10.93	Cappy Collura	Lutz, FL
1:10.93	Chris Duffy	Iks, NJ
1:10.94	Jared Eickhoff	Milford Center, OH
1:10.94	Travis Carlson	Estacada, OR
1:10.96	Patrick Covino	Agoura Hills, CA
1:11.15	Brian Amos	Sturgeon Bay, WI
1:11.23	Michael Alfera	Port St Lucie, FL
1:11.46	Robby Kuhn	Delmar, NY

1:11.72	Ron Klawinski	Streamwood, IL
1:12.09	Tommy Hubbell	Allison Park, PA
1:12.14	David Baggett	Lake Charles, LA
1:12.39	Britton Kovachevich	Bayfield, WI
1:12.47	Garrett Schwehr	Kennewick, WA
1:13.25	Jay Englehart	Brampton, ON, Canada
1:13.43	Greg Boudreau	Mahomet, IL
1:14.56	Matt Bucknor	Columbia, MD
1:14.73	John C. Winter	St Thomas, ON, Canada
1:14.96	Josh Nickerson	Homer, LA
1:15.66	John Byers	Chatham, NJ
1:15.76	Justin McKee	Columbia, SC
1:18.11	Chris Boatwright	Honea Path, SC
1:21.07	Alex Gulevich	Pinole, CA
1:22.70	Alex Gabel	Denver, CO

Best Times on Mario Circuit 2:

1:11.26	Brad Klaus	St Clair Shores, MI
1:13.33	James Ridener	Hillsdale, IN
1:14.63	Greg Pituch	Aurora, OH
1:15.29	Ben Miller	Honor, MI
1:17.33	Mike Vollmer	Great Bend, NY
1:18.00	Jeffy Arensmeyer	Oxford, AL
1:19.63	Frederic Busque	Pintendre, PQ
1:21.04	Jared Anderson	Lincoln, NE
1:21.07	Michael Paul Clark	Pelzer, SC
1:21.48	Alan Frenklach	Orinda, CA
1:21.97	John Moran	Lincoln, MA
1:22.21	Gregory Bailey	Livermore, CA
1:22.45	Ben Miller	Honor, MI
1:22.81	Matt Moffitt	Folsom, CA
1:22.83	Derek Redfearn	Vader, WA
1:22.90	Ben Gruver	Collinsville, OK

1:23.21	Dan & Justin Cooper	Ingram, TX
1:23.34	Aaron Finkbeiner	Lynchburg, OH
1:23.46	Brinton Ward	Lemon Grove, CA
1:24.61	Brandon Redfearn	Vader, WA
1:24.64	Jon Keeler	Grand Rapids, MN
1:25.32	Loran Tripp	Racine, WI
1:25.05	Andrew Beckett	Sheboygan, WI
1:25.37	David Strom	Augusta, GA
1:25.44	Matthew Pourick	Augusta, GA
1:25.49	Bryan Heitkotter	Fresno, CA
1:25.55	Shane Krouse	Calgary, AB, Canada
1:25.62	Christopher Tang	Jamesburg, NJ
1:25.96	Ben Copley	Pleasant Hill, CA
1:26.00	Rene Richard	Kapuskasing, ON, Canada
1:26.12	Shaun Frank	Laurel, MT
1:26.13	Brian Claycomb	River Falls, WI
1:26.20	Vinson Ridenour	Bellflower, CA
1:26.38	Arthur Subrin	Palm Bay, FL
1:26.40	Aaron Kaluszka	Pilot, VA
1:27.10	Stephen King III	Suquamish, WA
1:27.38	James Hanke	Waterville, KS
1:27.46	Steve Rose	Lake Zurich, IL
1:28.37	Mike LeRoux	Woodbine, MD
1:28.49	Steven Weiss	Old Bridge, NJ
1:28.59	C'dric Charest	Marieville, PQ
1:29.22	Dan Herron	Flint, MI
1:29.24	Landon Nardini	Waterloo, IA
1:29.87	Scott Pattullo	Healdsburg, CA
1:30.22	Herald Richeson	Clearwater, FL
1:30.25	Jordan Sikora	Delmont, PA
1:30.63	Derrick Lawton	Alexandria Bay, NY
1:30.81	Dave Burmaster	Niskaguna, NY
1:30.88	Chris Sula	Joliet, IL

1:30.95	Michael Grisafe	Ventura, CA
1:31.10	Justin Moore	Oregon City, OR
1:31.66	Jonathan Carts	Houston, TX
1:31.69	Justin Vail	Boiling Spring, PA
1:31.96	Aaron Cole	Stanhope, NJ
1:32.14	Gregory Ardini	Needham, MA
1:32.56	Rene Crete	Belchertown, MA
1:33.27	Brian Hennessy	Clearwater, KS
1:33.37	Andy Pucker	Granton, WI
1:33.93	Joshua Santos	San Jose, CA
1:34.07	David Olaechea	W. New York, NJ
1:34.23	Jonathan Ludwig	Lexington, MA

Best Times on Bowser Castle 3:

1:27.99	Ray Mangan	Magalia, CA
1:30.05	Paul & Jesse Carlson	New Hope, MN
1:30.15	Mike Vollmer	Great Bend, NY
1:33.88	Steven Chu	Columbia, MD
1:34.66	Israel Knight	Dove Creek, CO
1:39.05	Daniel Casa	Scottsdale, AZ
1:40.23	Adam Pulley	Peoria, IL
1:42.02	Raymond Almeda	Hayward, CA
1:42.04	Adam Johnson	Rancho Cucamonga, CA
1:42.65	Tim Schumacher	Pierre, SD
1:43.15	Rory Mahood	Calgary, AB, Canada
1:43.56	Kevin MacCarone	Pottsville, PA
1:43.71	Patrick Czeranski	Skillman, NJ
1:45.92	Brandon Lueken	W. Covina, CA
1:46.22	Peter Bragiel	S. Barrington, IL
1:46.55	Ben Miller	Honor, MI
1:46.77	Mark Zunseka	Central Islip, NY
1:46.83	Seth Thomas	Norman, OK
1:46.93	Jesse Couch	Nelson, BC, Canada

1:47.60	Michael Oram	Willowdale, ON, Canada
1:48.06	Darin Nicholls	Grand Rapids, MI
1:48.18	Eric Hunnewell	Jefferson, ME
1:48.28	Richard Rowell	Santa Maria, CA
1:48.36	John Morris	Miami, FL
1:48.49	Kevin Bogatitus	Evanville, IL
1:48.66	Jason & Chanelle Oetting	O'Fallon, MO
1:49.56	Tony Karpinski	Conway, SC
1:49.67	Paul Egolf	Sykesville, MD
1:49.79	Chris Anciano	Cerritos, CA
1:49.99	Brad Wilson	Hale, MI
1:50.50	Christopher Tang	Jamesburg, NJ
1:50.53	Andy Becker	Hampshire, IL
1:50.57	Richard Paul Gregario	Jackson Heights, NY
1:50.77	Eric Cosman	Walnut, CA
1:50.77	Justin Seegmiller	Phoenix, AZ
1:51.25	Eric Goodwin	Dublin, OH
1:51.46	Marc Thiele	Norton, KS
1:51.56	Patrick Malie	Youngstown, OH
1:51.86	Stephen Lensi	Bristol, CT
1:52.11	Nathan Trey	Durango, CO
1:52.41	Sonny Lupica	Strongsville, OH
1:52.44	Austin Mohr	Marion, IL
1:52.68	Richard Lenga	Batavia, OH
1:52.76	Erik St-Hilaire	Winnepeg, MB, Canada
1:52.89	Justin Frederick	Seaside, CA
1:53.02	Joe Kanke	Deerbrook, WI
1:53.29	Kevin DeAnna	Cedar Grove, NJ
1:53.49	John Stoveld	Gormley, ON, Canada
1:53.77	Larry Licht	Sewell, NJ
1:53.79	Ken Hand	Pickering, ON, Canada
1:53.79	David Skae	Cresco, PA
1:54.22	Jason Yu	San Gabriel, CA

1:54.35	Bob Eiden	Champlin, MN
1:54.42	Cyndi Zaino	Melville, NY
1:54.45	JP Prusak	N. Pole, AK
1:54.88	Keith Cox	Kountze, TX
1:54.98	Jason Mundell	Okotoks, AB, Canada
1:55.00	Kevin Jackson	Davie, FL
1:55.37	Jason Rosenberg	Dwings Mill, MD
1:55.41	Chris Konze	O'Fallon, IL
1:55.43	Nasser Syed	Sugarland, TX
1:55.93	Gabriel & Daniel Arce-Yee	Peidmont, CA
1:56.31	Champ McKiver	Redlands, CA
1:56.43	Charlie Kinzer	Watseka, IL
1:56.53	Clyde Ibara	Kanohe, HI
1:56.74	Jordan Kenik	Omaha, NE
1:57.69	Holly Miller	Lockport, NY
1:57.86	Jackie Jackson	Bristol, TN
1:58.27	Adam Wozniak	Liverpool, NY
1:58.67	Matthew Tenneson	Pittsfield, MA
1:59.30	Derrick Bodden	Rosedale, BC, Canada
2:00.68	Ryan Ricard	Pleasant Grove, VT
2:01.61	Joshua Loutey	Seattle, WA
2:01.72	Ryan Cvejkus	Duquesne, PA
2:00.93	Cody Heer	Idaho Falls, ID
2:04.05	Nick Hoelker	Overland Park, KS
2:05.08	Chad Howard	Hutchinson, KS
2:06.17	Mathias Morache	Challis, ID
2:06.92	Brandon deLeon	Herndon, VA

Super Mario Land (Game Boy)

999,999	Craig Aker	Moore, OK
999,999	Pat Bauers	Avon, OH
999,999	Andy Blackburn	Tampa, FL
999,999	Erik Colaizzi	Silver Spring, MD

999,999	Tim Morgan	Valley Mills, TX
999,999	Matt Niemann	Morgan Hill, CA
999,999	Charlie Steib	St Louis, MO
999,999	Jason Walsh	Dartmouth, NS
999,999	Bobby Yazdi	Nepean, ON, Canada
999,999	Jason Webb	Salt Lake City, UT
999,999	Heather Haney	Middletown, OH
999,999	Robert Converse	Florissant, MO
999,999	David Eli	Clear Oaks, CA
999,990	Brent Gusafson	–
999,950	Marcos Emanuel	Riverdale, GA
963,060	Robert Morgan	Barrington, IL
840,920	Mark Cabanayan	Waukegan, IL
835,720	Brian Boyars	Matawan, NJ
793,460	Shane Malott	Roswell, NM
766,650	Mike Fertig	Wheeling, WV
762,540	Chris Spears	Houston, TX
646,590	Brian Wurster	Woodbridge, VA
551,010	Gregory Burke	Staten island, NY
409,970	Barry Labelle	Pawtucket, RI
400,000	Danny Heyman	Beverly Hills, CA
378,280	Eric Watanabe & Gabriel Barragan	Yorba Linda, CA
297,040	Casey Brenner	Millbrook, AL
274,640	Brandon Pope	Chicago, IL
235,990	Paul Kemp	Perry, GA
219,130	Joshua Stevens	Chula Vista, CA
197,900	Zachary Slaton	Charleston, SC
136,170	Shannon McKay	Aurora, CA

Super Mario Land (NES)

Finished	Rickie Yopp	Rocky Mt, VA
Finished	Eli Salameh	Santa Cruz, CA
Finished	Andrew Dunn	Rancho Cucamonga, CA

Finished	Danielle Weller	Brooklyn, NY
Finished	Jeremy Klingel	Portland, IN
Finished	Jim & Jennifer Mott	Shoreham, NY
Finished	Jack Eli	Clearlake Oaks, CA
Finished	Tammy West	Portland, OR
Finished	Matt Eason	Winter Haven, FL
Finished	Ryan Hayman	Worcester, MA
Finished	John Mitchell	Seffner, FL
Finished	Mike Carmona	San Jose, CA
Finished	Heather Haney	Middletown, OH
Finished	Robert Converse	Florissant, MO
Finished	David Eli	Clearlake Oaks, CA
Finished	Angie Dinovo	Tempe, AZ
Finished	Brandy Lupke	Atlanta, GA
Finished	James Kellum	Scottsdale, AZ
Finished	Michelle Pearce	Dalhart, TX
Finished	Mindy Serin	Studio City, CA
Finished	Luther Anton	Miami, FL
Finished	Calvin Butter	Houston, TX
Finished	Sammy Hest	Brooklyn, NY
Finished	Michael Fergon	Palm Springs, CA
Finished	Kevin Cole	Zebulon, NC
Finished	Ty Francis	Worland, WY

Super Mario 64

Fastest Time on the Princess's Secret Slide:

0:12.50	Kyle Bradfield	Bakersfield, CA
0:12.90	Mike Higbee	Port Townsend, WA
0:12.90	Mike Randall	Allen Park, MI
0:12.90	Mike Vollmer	Great Bend, NY
0:12.09	Phillip Weiand	Beaverton, OR
0:13:00	Bill Bowen	Neponset, IL
0:13.00	Geoff Archer	Pembroke, MA

0:13.00	Klint Bagger	Allen Park, MI
0:13.00	Mike Brodie	Kitchener, ON, Canada
0:13.00	Jeff Derrenberger	Fishers, IN
0:13.10	Brandon Prall	Olympia, WA
0:13.10	Mike Seow	Schomberg, ON, Canada
0:13.10	Joel Truman	Grand Rapids, MI
0:13.10	Derrick Gilland	Keystone Heights, FL
0:13.10	Brendan Sweeney	Shaver Lake, CA
0:13.10	Chip Webster	St James, MO
0:13.10	Charles Foster	Las Vegas, NV
0:13.20	Steve Barnes	Bellingham, WA
0:13.20	Steve Derr	W. Newton, PA
0:13.20	Telly Lee	Lincoln, MA
0:13.20	Greg Pituch	Aurora, OH
0:13.20	Derek Taylor	Solon, OH
0:13.20	Pascal Giard	St-Hyacinthe, QC
0:13.20	Keith Wieland	Mt View, CA
0:13.20	Jackson Wood	Beaumont, CA
0:13.30	Paul Carlson	New Hope, MN
0:13.30	Dale Walter	Plantsville, CT
0:13.30	Kevin Hagerman	Highland, CA
0:13.30	Ben Reed	Tucson, AZ
0:13.30	Tyler Bird	University Place, WA
0:13.30	Jeff Swabb	Greenville, OH
0:13.30	Chris Toyzan	Marshall, MI
0:13.40	Paul Kucher	Saginaw, MI
0:13.40	Trevor Porter	Wiarton, ON, Canada
0:13.40	Jeep Barnett	Bedford, VA
0:13.50	Andrew Burton	Seattle, WA
0:13.50	Ryan Edmonds	Springvale, ME
0:13.50	Jonathan Fitz-Henry	Oakville, ON, Canada
0:13.50	Michael Johnson	Weatherford, TX
0:13.50	Joshua Engleman	Moore, OK

0:13.50	Ryan Kozar	Aurora, OH
0:13.50	Champ McKiver	Redlands, CA
0:13.50	Issac Rivera	Nogales, AZ
0:13.50	Hai Truong	Garner, IA
0:13.50	Geoff Tuttle	Fountain Hills, AZ
0:13.70	Brian Barrick	Hutchinson, MN
0:13.70	Mark Saturnio	Fremont, CA
0:13.90	Jesse Shallcross	McHenry, IL
0:14.00	Trevor Lillico	Winnipeg, MB
0:14.10	Brandon Dyer	Ramsey, IN
0:14.10	Joel Szymczak	University Place, WA
0:14.20	Jordan DiCarlo	Lake Peekskill, NY
0:14.20	Jeremy Greene	Merrillville, IN
0:14.20	Mike Miranda	Philadelphia, PA
0:14.40	Aaron Martin	Durango, CO
0:14.40	Brandon Powers	N. Highlands, CA
0:14.50	Jeff Giordani	Export, PA
0:14.60	Scott Bauer	Stoughton, WI
0:14.60	Jason Erbentraut	Kenosha, WI
0:14.70	Kevin Fitzgerald	Pembroke, MA
0:14.70	Tim Kuykendoll	Camden, OH
0:14.70	Daniel Pifer	Bath, NY
0:14.80	Michael & Kenny Chang	Orange, CA
0:14.80	Robert Hayes	Long Beach, CA
0:14.80	Matt Koniecki	S. Windsor, CT
0:14.90	Andrew Lui	Union City, CA
0:15.10	Daniel Wasilewski	Seymour, CT
0:15.10	Luc Roderique	N. Gower, ON, Canada
0:15.10	Jesse Wilburn	Willow Street, PA
0:15.20	Jon Keeler	Grand Rapids, MN
0:15.40	Randall Schwarb	Macomb, MI
0:15.40	Robert Smith	Jackson, MI
0:15.50	David Guertin	Southington, CT

0:15.50	John Ross	Cleveland, NC
0:15:50	BJ Chronis	Waukesha, WI
0:15.60	Ian Chan	Bloomingdale, IL
0:15.60	Jeff Hatt	Houston, TX
0:15.70	Karl Golz	Fall River, MA
0:15.70	Andrew Weatherton	Franklin, MA
0:15.80	Jamie Allen	Oakville, ON, Canada
0:15.80	Sandy Brenner	Canton, OH
0:15.80	Michael Clark	Pelzer, SC
0:15.80	Ryan Hayes	Dayton, OH
0:15.80	Ty Henrie	Neola, UT
0:15.80	Josh Kent	Colorado Springs, CO
0:15.80	John Lansing	Chassell, MI
0:15.80	David Legris	Ottawa, ON, Canada
0:15.80	Jorge Pineda	Los Angeles, CA
0:15.80	Philippe Poirier	Ile-Bizard, PQ
0:15.80	Dan Wasielewski	Roselle, IL
0:15.90	Michael McGilvary	Tampa, FL
0:15.90	Frederic St-Martin	Charlesbourg, PQ
0:15.90	Jonathan Wirth	Iron Mountain, MI
0:15.90	Nathan Smith	New Cumberland, PA
0:16.00	Jim Pardi	Boston, MA
0:16.00	Michael Brulotte	Grande Prairie, AB, Canada
0:16.00	Eric Dayday	Virginia Beach, VA
0:16.00	B. Redfearn	Vader, WA
0:16.00	Aaron Rosier	W. Alexander, PA
0:16.10	John Rubino	Livingston, NJ
0:16.10	Ryan Bolton	Danville, IL
0:16.10	Ricky Bogatek	Nobleton, ON, Canada
0:16.10	Jason Cromer	Goleta, CA
0:16.10	Justin Goode	Greens Fork, IN
0:16.10	Jesse Grimes	Manassas, VA
0:16.10	B. Newswanger	New Holland, PA

0:16.10	Travis Pyle	Stevenson, WA
0:16.20	Charles Brown	Coal Valley, IL
0:16.20	Jesse Couch	Nelson, BC
0:16.20	Jason Fortes	Redding, CA
0:16.20	Jonathan Hall	Chesapeake, VA
0:16.20	Tony Tantikul	Moorpark, CA
0:16.20	Jesse Brotje	Tallmadge, OH
0:16.20	Ben Johnson	Fulton, IL
0:16.20	Bobby Weispfenning	Minnetonka, MN
0:16.30	Fabian Correa	Huntington Station, NY
0:16.30	Will Byron	Port Jeff Station, NY
0:16.30	Nathan Charlton	Downey, CA
0:16.30	Scott Contois	Bridgewater, MA
0:16.30	Whitney Gunter	Dallastown, PA
0:16.30	Michael Gyengo	Huntsville, AL
0:16.30	Tim Jashinsky	New Berlin, WI
0:16.30	Toby Laine	Chino, CA
0:16.30	Larry Marsh	Rio Dell, CA
0:16.30	Josh Prewitt	New Braunfels, TX
0:16.30	Derek Redfearn	Vader, WA
0:16.30	Eddie Schluter	Loxahatchee, FL
0:16.30	M. Sutherland	Madison, NJ
0:16.30	Marek Wiacek	Kent, WA
0.16.30	Tony Giguere	Scottsdale, AZ
0.16.30	Ely Hsu	Jacksonville, FL
0:16.30	Kirsten Miller	Park Ridge, NJ
0:16.40	Bobby Garliardi	Brooklyn, NY
0:16.40	Steve Blank	Waterford, PA
0:16.40	Shane Garza	Grand Haven, MI
0:16.40	Jonathan Loken	Seattle, WA
0:16.40	Tyler Mason	Seattle, WA
0:16.40	Matt Miner	Papillion, NE
0:16.40	Nathan Rugg	Montgomery, IL

0:16.40	Jeffrey Slemmer	Perkasie, PA
0:16.40	Bob Smith	Middletown, CT
0:16.40	J. Tirschmann	Manitouwadge, ON, Canada
0:16.40	Carlos Torres	Bronx, NY
0:16.40	Emilio Rossal	Los Angeles, CA
0:16.40	Kenny Wang	S. River, NJ
0:16.40	C. Wilson	Bronx, NY
0:16.40	Mitch Raffel	Greenville, OH
0:16.50	Tommy Davis	Murfreesburo, TN
0:16.50	Mike Doxzon	Nashua, NH
0:16.50	Mark Ecklesdafer	Belmont, MI
0:16.50	Tony Romano	Agawam, MA
0:16.50	Jonathan Tabar	Winnipeg, MB, Canada
0:16.50	Bruno Bilodeua	Vimont, PQ
0:16.50	David Bushey	Washington, DC
0:16.50	J. Schiefer	Cincinnati, OH
0:16.50	Chris Heise	Wyandotte, MI
0:16.50	Vince Daclan	Manteca, CA

Collected 151 Stars in Big Boo's Haunt:

–	Carson Augustine	Caldwell, ID
–	Daniel Almeida	Newark, NJ
–	Harry Bramer	Brookfield, WI
–	Nicholas Brazeau	Courcelette, QC
–	Michael Burke	Bayside, NY
–	Matt Burns	London, ON, Canada
–	Mile Bicanie	Maspeth, NY
–	Jeffrey Calder	Phoenix, AZ
–	Mike Campbell	Modesto, CA
–	BJ Chronis	Waukesha, WI
–	Paul Curran	Midlothian, IL
–	Patrick Dekelly	N. Chelmsford, MA
–	Eric Field	LaCrosse, WI

–	Henry Franklin	Portland, OR
–	Matt Harris	Moundsville, WV
–	Garrison Kane	Kettering, OH
–	Eric Kennedy	Destrehan, LA
–	Dan Koosed	Norwalk, CT
–	Aaron Larock	Manchester, MI
–	Hong Le	Silver Spring, MD
–	Jon Lewis	Carlton, MI
–	Sha Lin	Chula Vista, CA
–	Rory Mahood	Calgary, AB, Canada
–	Mike Mahr	Batavia, IL
–	Brandon Michel	Houma, LA
–	Matt Novotny	Eden Prairie, MN
–	Nico Paraiso	Kent, WA
–	Ann Purcell	Belleville, NJ
–	Bryan Razzano	Shrewsbury, MA
–	Matt Richcreek	Lawrence, MI
–	Timmy Robinette	Kegley, WV
–	Japhet Santaro	San Francisco, CA
–	Stephanie Marshall	Skanee, MI
–	John Slump	Sious City, IA
–	Matthew Spoor	N. Attleboro, MA
–	Kelley White	Atlanta, MI
–	Robbie White	Strathmore, AB, Canada
–	Bradley Wilson	Van Buren, AR
–	David Ascoli	Bristol, RI
–	Ken Banks	Ridgecrest, CA
–	Jacob Benrud	Onalaska, WI
–	Ricky Bogatek	Nobleton, ON, Canada
–	Bill Bowen	Neponset, IL
–	Ben Burnett	W. Chester, OH
–	Andrew Burton	Seattle, WA
–	Ryan Cloyd	Ft Collins, CO

–	Jonathan Cournoyer	Belveil, PQ
–	Steven Dennis	Gibbon Glade, PA
–	Brian Donadio	Clemmons, NC
–	Shawn Fogarty	N. Brookfield, MA
–	Pascal Lemieux	St Antoine, PQ
–	Daniel Llamas	Van Nuys, CA
–	Brian Jaworski	Red Bank, NJ
–	Michael Johnson	Weatherford, TX
–	James Kan	Brampton, ON, Canada
–	Ryan Kozar	Aurora, OH
–	Peter Kruger	Huntington, NY
–	Jacques Lamarche	St Hubert, PQ
–	Ryan Hayes	Dayton, OH
–	Jamall Hughes	Axis, AL
–	John Montgomery	Vallejo, CA
–	Adam Pallesen	W. Palm Beach, FL
–	Adam Phillips	Newton, NC
–	Philippe Poirier	Ile-Bizard, PQ
–	Adam Say	Mississauga, ON, Canada
–	John Scott	Gimli, MB, Canada

Collected 151 Coins in Big Boo's Haunt:

–	Dan Bookhout	Laurens, NY
–	Thomas Deyesso	E. Bridgewater, MA
–	Bill Donahue	Scarborough, ME
–	Mark Falkiewicz	Brick, NJ
–	Edgar Felce	Orlando, FL
–	Joseph Foran	Roslindale, MA
–	C. Fossati	N. Bend, WA
–	Travis French	Louisville, KY
–	Nicholas Godlewski	Au Sable Forks, NY
–	Justin Grimball	Cottondale, AL
–	Joe Hill	Kenosha, WI

–	Stuart Lankford	Walnut Hill, IL
–	Luke Maxwell	Redding, CA
–	Matt Monahan	W. Palm Beach, FL
–	Matthew Myers	Upper Sandusky, OH
–	Patrick Oster	Gurnee, IL
–	Josh Prewitt	New Braunfels, TX
–	Ty Reinemann	Sheboygan, WI
–	Chris Parker	Traveler's Rest, SC
–	Cole Hubacz	Barre, MA
–	Anthony Hendricks	Richmond, VA
–	Ely Hsu	Jacksonville, FL
–	Mike Schmitt	Homewood, IL
–	Robert Uebele	Parkland, FL
–	Chad Versiga	Grand Bay, AL
–	Herbie Waters	Ashtabula, OH
–	Berkley Almarode	Hopewell, VA
–	Josh Anderson	Detroit, MI
–	Seth Barrister	Carlsbad, NM
–	Gregory Bonhomme	Tampa, FL
–	Scott Bowers	S. Easton, MA
–	Zach Boyt	Coraoplois, PA
–	Philip Brady	Warner Robbins, GA
–	Will Cahn	Woodmere, NY
–	Michael Camarata	Grand Prairie, TX
–	Jonathan Carreau	Modesto, CA
–	Michael Clark	Pelzer, SC
–	Andrew Connolly	San Jose, CA
–	Michael Cuoco	Levittown, NY
–	Danny Dingmann	Richmond, MN
–	Joe Doheney	Bridgewater, MA
–	Chris Estes	Batesville, AR
–	Taylor Ferwetti	Hamilton, ON, Canada
–	Neal Finne	Richland, WA

–	Wesley Foster	Mesquite, TX
–	Shane Garza	Grand Haven, MI
–	Blake Goodman	Victoria, TX
–	Chris Gray	Jacksonville, FL
–	Richard Griffith	Hubbard, OH
–	S. & E. Hoffheiser	Simi Valley, CA
–	Kenneth Hornyak	W. Jefferson, OH
–	Jason Kauczka	Kingston, PA
–	Kevin Kibler	Tonawanda, NY
–	Ian Koelliker	Chatham, NJ
–	Matthew Lewis	Orlando, FL
–	Vince Little	Kenosha, WI
–	Brad Longoria	New Braunfels, TX
–	Eric Lopez	Dallas, TX
–	James McDonald	Whitehorse, YT
–	Grant Martin	Oakville, ON, Canada
–	Graham Matthews	O'Fallon, IL
–	Corey Mattison	New Hartford, NY
–	Daniel Milian	Tampa, FL
–	Mike Moeller	Pittsburgh, PA
–	Willie Navarre	Crowley, LA
–	Charlie Ng	Oakland, CA
–	Christian Potvin	Beauport, PQ
–	Tyler Reynolds	Richland Springs, TX
–	Nathan Rugg	Montgomery, IL
–	Dusty Roberts	Hamilton, ON, Canada
–	Joe Sanabria	Hamburg, NY
–	Luke Schirmer	St Paul, MN
–	Jimmy Sears	Oklahoma City, OK
–	Nick Sepi	Holtsville, NY
–	Troy Sherman	Gulliver, MI
–	Midori Sigeti	Kalamazoo. MI
–	Jeffrey Sipko	Calgary, AB

–	Michael Sober	Larkspur, CO
–	Jonathan Sturak	Hazleton, PA
–	Andy Taylor	Crown Point, IN
–	Stephen Truman	Grand Rapids, MI
–	Geoff Tuttle	Fountain Hills, AZ
–	Evan Vargas	Keller, TX
–	Kevin Waddell	Poulsbo, WA
–	Ricky Williams	Georgetown, KY
–	Daniel Yovino	Land O' Lakes, FL
–	Aniello Zampella	Bayonne, NJ
–	Daniel Zuck	Lewiston, ID

Collected 128 Coins in Tick Tock Clock:

–	Scott Bauer	Stoughton, WI
–	Stefan Boerboom	Platteville, WI
–	Frederic Boule'	Chicoutimi, PQ
–	Jonathan Bryant	Burlington, NC
–	Andrew Burton	Seattle, WA
–	Marc Castro	La Puente, CA
–	Chien-Yong Chen	Flushing, NY
–	Brian Corado	Drexel Hill, PA
–	Daniel DaSilveira	Atwater, CA
–	Randy Davis	Elizabethon, TN
–	Wes Day	Bryan, OH
–	Tim Eaton	Houston, TX
–	Keith Engel	Winnipeg, MB, Canada
–	Ryan Fitzpatrick	Three Rivers, CA
–	Colton Goodrich	Altamount, UT
–	Chuck Grant	Pickens, SC
–	Andrew Hannon-Rizza	Billerica, MA
–	Ty Henrie	Neola, UT
–	Kyle Houff	Luray, VA
–	Robert Jennings	Beaufort, SC

–	Michael Johnson	Weatherford, TX
–	Luke Kessler	Lakeshore, CA
–	Garrison Kane	Kettering, OH
–	William Koehn	Tucson, AZ
–	Danny Kroll	Racine, WI
–	David Lacoste	Chateauguay, PQ
–	Zach Lark	Northwood, OH
–	Hongman Leung	Phoenix, AZ
–	Albert Lin	Vicksburg, MS
–	Eric Lopez	Dallas, TX
–	Chris Malmquist	Richmond, VA
–	Nick Matyas	Santa Rosa, CA
–	Christopher Melanson	Petit Etang, NS, Canada
–	Andy Mrkva	Sylvania, OH
–	Samuel Penon	El Paso, TX
–	Lorie Reece	Lincolnton, NC
–	Somer Rios	Tustin, CA
–	Jason Rockwell	Wyoming, MI
–	Joe Romano	Warwick, RI
–	Derek Saciolo	Palmdale, CA
–	Matt Sagerstrand	Holbrook, NY
–	Japhet Santaro	San Francisco, CA
–	Braeden Shosa	Mt Vernon, WA
–	Christopher Slay	Waukegan, IL
–	Jim Stephen	Santa Barbara, CA
–	Tim Treffert	Hudson, WI
–	Scott Tresler	Erie, PA
–	Stephen Truman	Grand Rapids, MI
–	Jeremy Tyler	Milbridge, MI
–	Mike Vollmer	Great Bend, NY
–	Douglas Volpe	Staten Island, NY
–	Mike Westfall	Clementon, NJ
–	Matt Wiles	Brights Grove, ON

–	Ricky Williams	Georgetown, KY
–	Allen Wiseman, II	Everett, WA
–	Jackson Wood	Cherry Valley, CA
–	Briana Wright	Elkton, MD
–	Tommy Yoder	Ridgely, WV

Fastest Time Collected 120 Stars: *(Stars/Hours)*

120/7	CJ Goril	Palos Park, IL
120/9	Tristan Jackman	Auburn, NH
70/3	Nick Johnson	Putt Putt Golf; Fairfield, IA (4/20/97)

Best Time for Racing Koopa the Quick:

0:18.1	Blake Bloomquist	Medford, OR
0:18.1	Billy Horst	Fountain, CO
0:18.1	Tom Kinneary	Morganville, NJ
0:18.1	Jonathan Leung	Edmonton, AB, Canada
0:18.1	Andre Newman	White Plains, NY
0:18.1	Adam Stewart	Chetwynd, BC, Canada
0:18.2	Phil Richards	Ajax, ON, Canada
0:18.3	Vincent Chan	North York, ON, Canada
0:18.3	Jeff Dolan	Wakefield, MA
0:18.3	Mark Eddie	Arnprior, ON, Canada
0:18.3	Chase Johnston	Kisbey, SK, Canada
0:18.3	Nate King	Gypsum, CO
0:18.3	Brett Montroy	Duluth, GA
0:18.3	Brandon Skewes	Minneapolis, MN
0:18.3	Joel Weik	Wolcott, CT
0:18.3	David Yoon	Shawnee Mission, KS
0:18.4	Jonathan Bucca	Beltsville, MD
0:18.4	David Legendre	Granby, PQ

0:18.4	D. McDermott	Downington, PA
0:18.4	Christian Potvin	Beauport, PQ
0:18.4	Kevin Stone	Farmington, NY
0:18.5	Daniel Field	Diamond, OH
0:18.5	Shane Garza	Grand Haven, MI
0:18.5	Aaron Greene	Marysville, WA
0:18.5	Mark Sumner	Raleigh, NC
0:18.6	Raul Barba	Anaheim, CA
0:18.6	Ryan Breyette	DeBary, FL
0:18.6	Evan Dub	Ft Fairfield, ME
0:18.6	Jordan Kislear	Washington, PA
0:18.7	Justin Fuller	Vanderhoof, BC, Canada

Super Mario RPG

Best Times on the Moleville Mountain Mine Cart Ride:

1:57.18	Jonathan Wirth	Iron Mt, MI
1:58.80	Mike Brodie	Kitchener, ON, Canada
1:59.75	Vincent Chan	New York, ON, Canada
1:59.78	Trevor Ma	Arcadia, CA
2:02.88	David Lamps	Rockford, IL
2:02.95	Fabian Correa	Huntington Station, NY
2:03.13	Pablo Reyes	Davie, FL
2:03.38	Austin Mohr	Marion, IL
2:03.76	Dennis Peabody	Bellevue, WA
2:03.76	Simon Ringsmuth	Lincoln, NE
2:04.15	Eddie Kay	Irvine, CA
2:04.41	Ronny Donahue	Portage, IN
2:04.48	Jim Hendricks	Mound, MN
2:04.53	Bobby Najari	Richardson, TX
2:05.36	Scott Isokane	Honolulu, HI
2:05.78	Ryan Craver	Makawao, HI
2:06.31	Robert Uebele	Parkland, FL
2:06.38	John Vasquez	Ontario, CA

2:06.71	Keith Chamberlain	Phoenix, AZ
2:06.73	Tom Lyman	Chicago, IL
2:06.75	Matthew Dornbush	Waterford, MI
2:07.30	Scott Suszek	Brookfield, IL
2:07.35	Jeff Derrenberger	Fishers, IN
2:07.35	Robert Walker	Redlands, CA
2:07.53	Kevin Chamberlain	Phoenix, AZ
2:08.16	Derek Saclolo	Palmdale, CA
2:08.48	Danny Corder	Reno, NV
2:09.68	Nick Goracke	Rochester, MN
2:10.56	Brian Cripps	Tulsa, CA
2:11.16	Brandon Powers	N. Highlands, CA
2:11.41	Marcus Smith	Wingate, NC
2:11.65	Ryan Tolley	Rockville, MD
2:11.73	Dan Huber	Mahomet, IL
2:11.73	Tom Lyman	Chicago, IL
2:11.98	Stephen Murphy	W. Roxbury, MA
2:12.18	Dan Gentile	Austin, TX
2:12.80	Eric Rogers	Berlin, CT
2:12.88	Kyle Koerber	Spring, TX
2:12.86	Mike Yi	Cincinnati, OH
2:13.00	Israel Knight	Dove Creek, CO
2:13.06	Dwayne Rogers	Barstow, CA
2:13.51	Jonathan Walla	Woodridge, IL
2:13.56	Shawn Murphy	Scott Depot, WV
2:13.63	Lee Phillips	Kelliher, MN
2:13.83	Joe Doheney	Bridgewater, MA
2:13.86	Mike Haley	Marion, IL
2:14.23	Harry Bramer	Brookfield, WI
2:14.83	Michael Senter	Hohenwald, TN
2:15.41	Dennis Kincheloe	Kansas City, MO
2:17.81	Danny Hiltz	Lakeport, CA
2:16.15	Kazuhito Goto	Greenburg, PA

2:16.25	Robert Burns, Jr	Levittown, PA
2:16.41	Ben Joy	Jamestown, ND
2:16.70	Sean Arnold	Newport Beach, CA
2:17.05	Keith Sabalja	Croton, NY
2:18.60	Eric Valdes	Miami, FL
2:18.90	Gerry Hiltz	Lakeport, CA
2:19.01	Clinton Hoelscher	Brenham, TX
2:19.50	Diego Pardon	Waterford, MI
2:19.81	Marc Carpenter	Salem, OR

Super Mario World (Super NES)

9,999,990	Kenneth Li	–
9,835,750	Drew Costello	Okemos, MI

Players Able to Finish:

Finished	Willie Linden	Highland Village, TX
Finished	Carl Yerger	Pottstown, PA
Finished	Bryan Cox	Mt Sterling, KY
Finished	Owen Norvell	Portland, OR
Finished	Ed Mumea	Somerset, KY
Finished	Emily Lake	Austin, TX
Finished	Charlie Spuckler	Westlake, OH
Finished	Aaron Michelony	Rohnert Park, CA
Finished	Scott Johnson, Jr	Seattle, WA
Finished	Ryan Wood	Portsmouth, RI
Finished	Sonia Cajigas	New York, NY
Finished	David Bauman	Vancouver, WA
Finished	Chip Sbronga	Shrewsbury, MA
Finished	Chrystal & Franky Dugan	Hicksville, NY
Finished	Santos Uy	Paramount, CA
Finished	Douglas Rowe	N. Olmstead, OH
Finished	Daryl Okimoto	Hacienda Heights, CA

Finished	Mark Gefteas	Sudbury, MA
Finished	Glyn Jacobs	Winchester, MA
Finished	Ken Reed	Eugene, OR
Finished	James Foster	Worcester, MA
Finished	Nathaniel & Auburn Slavec	Lafayette, CO
Finished	Nicholas Mellon	Cumberland, MD
Finished	Rashiem Bell	Freeport, NY
Finished	Richard Renninger, Jr	Schuylkill Haven, PA
Finished	Ron & Deb Hanson	Palmyra, VA
Finished	Tim Kung	Toronto, ON, Canada
Finished	Wayne Eaker	Matthews, NC
Finished	William Kitchens, Jr	Atlanta, GA
Finished	Zane Norman	Stillwell, OK
Finished	Eric Levine	Sudbury, MA
Finished	Jason Kuether	Meredith, NH
Finished	Jesse Mehrbach	Lyme, NH
Finished	Tom Mohoer	St Louis, MO
Finished	Tony Davis	Hetland, SD
Finished	Matt & Jim Finch	Amherst, NH
Finished	Roger Sjolseth	Apache Junction, AZ
Finished	Chris & Steven Gaultier	Crosby, MS
Finished	Mike Sheahan	Washington, DC
Finished	Tomi Curman	Burnaby, BC, Canada
Finished	David Routhier	Shiloh, IL
Finished	Sandy Macivor	Pontiac, MI
Finished	Dan Rocca	Mt Albert, ON, Canada
Finished	Travis Abele	Spring, TX
Finished	Matt Pratscher	Hobert, IN
Finished	Daryl Lorimer	Victoria, BC, Canada
Finished	Antonio Bueno, Jr	Vancouver, BC, Canada
Finished	Wendell Hubbell	Olathe, KS
Finished	John Redmond	Farmington Hills, MI
Finished	Billie Jean Hepler	Ashland, PA

Finished	Brandon Hall	Winchester, KY
Finished	Clay McElveen	Columbia, SC
Finished	Hector Garcia & Kristy Lease	Lake Worth, FL
Finished	John Batchelor	New Richmond, WI
Finished	John Hughes	Revere, MA
Finished	Derrick Clancy	Oshawa, ON, Canada
Finished	Lucy Henderson	McKeesport, PA
Finished	Peter Tomlinson, Jr	Lindsay, ON, Canada
Finished	Randy Zurro	Mahopac, NY
Finished	Jeff Pellegrin	Houma, LA
Finished	Dmytry Emery	Toronto, ON, Canada
Finished	Matt Hendrick	Barnesboro, PA
Finished	Korey Holland	McEwen, TN
Finished	Todd Ritter	Marlton, NJ
Finished	Pat Bredenberg	Westminster, NY
Finished	Tim Blum	Watertown, NY
Finished	Charles Steelman	Fayetteville, AR
Finished	Jessica Sedbrook	Del Rio, TX
Finished	Pat Lagneaux	Cambridge, OH
Finished	Priscilla Lackey	Cambridge, OH
Finished	Jared Lentz	Broken Arrow, OK
Finished	Andy Johnson	Fair Oaks, CA
Finished	Cheryl Bell	Schenectady, NY
Finished	Steven Giardino	Schenectady, NY
Finished	Bill & Tim Gill	Hilliard, OH
Finished	Willie Linden	Highland Village, TX
Finished	Carl Yerger	Pottstown, PA
Finished	Bryan Cox	Mt Sterling, KY
Finished	Owen Norvell	Portland, OR
Finished	Chris Shepard	Stanford, CA
Finished	Ken Heintz	Knoxville, TN
Finished	Aaron Schrader	Brookfield, MO
Finished	Justin McQueen	San Jose, CA

Finished	Trevor Gritzmacher	Sheboygan, WI
Finished	Frank Mirovsky	Massapequa, NY
Finished	Douglas Putt	Indiana, PA
Finished	Michael Scott	Mukilteo, WA
Finished	William Moulden	Silver Spring, MD
Finished	Ivan Martinez	Fontana, CA
Finished	Scott Aaronson	Washington Crossing, PA
Finished	Jon Marcus	Washington Crossing, PA
Finished	Christopher Drake	San Francisco, CA

Super Metroid (Super NES)

Best Finishing Times:

51 min	Brad Jackson	Prairie Village, KS
58 min	Brian Dobble	Lisbon Falls, ME
58 min	Douglas Szperka	Philadelphia, PA
59 min	Robert Lindsey	Houston, TX
1 hr, 2 min	Shawn Conn	Jeffersonville, IN
1 hr, 2 min	Nathan Green	Oak Grove, MD
1 hr, 5 min	John Mackenzie	Rollingstone, MN
1 hr, 5 min	Jamison Vandal	Pawtucket, RI
1 hr, 6 min	Jason Steffen	Fruit Heights, UT
1 hr, 7 min	Steven Farrier	Bellevue, WA

Super Pitfall (NES)

9,990,000	Eleanor Schubert	Oak Grove, MO
5,575,000	Mike Petro	Leesburg, IN
3,358,500	Gustavo Tapias	Brentwood, NY
2,138,000	Keith Martin	San Diego, CA
1,888,500	Brad Sostack	Victorville, CA

Super Punch-Out!! (Super NES)

Fastest K.O. against Dragon Chan:

0:08.15	Bob Schulze	Redlands, CA
0:10.65	Joey Kabason	Farmington, NM
0:12.45	Ryan Kwok	Westminster, CA
0:19.24	Paul Taylor, Jr	Tallahassee, FL
0:19.90	Kenneth Zibell	Milwaukee, WI
0:29.16	Jeffery Ezard	Ingleside, OT, Canada

Best Times for Defeating Nick Bruiser:

0:08.79	Jim Mishak	Amherst, OH
0:09.35	Neil Sobel	Miami, FL
0:10.79	Don Krieger	Pittsburgh, PA
0:11.18	Mike Holland	Corona, CA
0:11.32	Mark Schneck	Whitehall, PA
0:11.75	Stan Uy	Norwich, CT
0:12.60	Jim Jones	Streamwood, IL
0:12.67	Aaron Becker	Gering, NE

Super R-Type (Super NES)

9,999,900	David Rumsey	–
9,999,900	Ryan Woerth	–
9,999,900	Sam Manuel	–
9,999,900	Terry Robeson	–
9,999,900	Matt Tyler	–

Game Edition that Ends:

Finished	David Rosen	Stroudsburg, PA
Finished	Mike & Adam Liebling	Valley Stream, NY
Finished	Edwin Castro	Los Angeles, CA
Finished	Jason Sadowski	Texarkana, TX

Finished	Derek Friese	Jackson, MO
Finished	Jason Petroze	Fontana, CA
Finished	Mike Ihly	Denver, CO
Finished	Becky Hutt	Los Angeles, CA
Finished	Dieter O'Bardy	Chicago, IL
Finished	Rajesh Gupta	Spotswood, NJ
Finished	Michael Polinsky	Ft Salonga, NY

Super Scope 6 (Super NES)

Highest Score on Mole Patrol:

999,999	Leslie Graham	St Paul, MN
999,999	Terry Trush	Woodhaven, MI
872,544	Jason Adami	Crowley, TX
850,442	Edward Scala	W. Middlesex, PA
768,962	Jorge Verdugo	Calexico, CA
710,170	Kevin Kaddatz	Greenfield, WI
680,552	Rae Miller	Huntsport, NS
667,046	Patrick Gee	Albuquerque, NM
629,934	Tim Chase	Sweet Home, OR
621,524	George Samms	Kirkland, WA
615,498	Clint Alvarez	San Antonio, TX
612,016	Josh Fulbright	Andover, IL
598,482	Jesse McCormack	Des Lacs, ND
591,712	Nicholas Sellazzo	Cornwall-on-Hudson, NY
589,940	David Steinke	Baroda, MI
566,220	Crad Wolf	Waterloo, IA
551,578	Patrick Taylor	NES Game Play Counselor

Super Smash TV (Super NES)

99,999,999	Mark Corl	–
84,572,675	Tom Bukowiecki	–
57,697,125	Christopher Sims	–

47,872,325	Aaron Justman	–
47,778,925	Stephen Krogman	–

Super Star Wars (Super NES)

3,090,900	Josh Lytle	Bellevue, WA
1,567,600	Jeff Johnson	Brooklyn, NY
1,142,700	Jeffrey Kelly	Lilburn, GA
571,400	Brook Larkin	Addison, IL
347,950	Andre Lamarre	Lorraine, PQ
329,400	Andrew Gates	Indialantic, FL
304,450	Aaron Schoenhofer	Girard, KS

Super Street Fighter II (Super NES)

9,999,999	Jared Bake	Parma, ID
9,999,999	Trey Fagg	Alvin, TX
9,999,999	Robert Hayes	Long Beach, CA
9,999,999	Christian Musk	San Antonio, TX
9,999,999	Patrick Oster	Gurnee, IL
9,999,999	Nick Sendelbach	Tempe, AZ
9,999,999	Sean Sullivan	Middlebury, CT
9,999,999	Carl Wilkinson	Renton, WA

Swords & Serpents (NES)

Finished	Robert Reich	Taylor, MI
Finished	Jimmy Hendricks	Morehead, NY
Finished	Greg Chaffin & Robby Gray	King, NC
Finished	Darren Lacoste	Miramar, FL
Finished	David Boggs	Geneva, OH
Finished	Linda Moore	Schofield, WI
Finished	Charles Fengler	Atkins, AR
Finished	Shea McFarland	Atkins, AR
Finished	Brad & Susie Carey	Anacortes, WA

Tecmo Super Bowl (NES)

Widest Margin of Victory in a One-Player Game:

99-00	Bronson McKinley	Aurora, MO
99-00	Phil Bonilla	Sapulpa, OK
98-00	Brian Tufts	Flossmoor, IL

Tecmo World Wrestling (NES)

Finished	John Amente	Randolph, NJ
Finished	Corey Fink	Charleston, SC
Finished	Steven Gravelle	Ellicott, MD
Finished	Eric Kutcher	Richwood, WV
Finished	Eric McGraw	Huron, OH
Finished	David Schwed	Merrick, NY
Finished	Ashley Stanton	Buffalo, NY

Teenage Mutant Ninja Turtles (NES)

9,999,900	Donny Cramer	DeLand, FL
9,999,900	Chris Redline	Berwick, PA
9,999,900	Robert Sheehan	Linwood, MA
9,999,800	David Parsons	Rochester, PA
2,814,100	Chris Hoffman	–
1,657,400	Mike Groves	Gormley, ON, Canada
1,340,000	Tim Blum	Watertown, NY
403,200	John Bronz	Saginaw, MI

Terminator 2: Judgement Day (Super NES)

Finished	Mellissa Kotecki	Milwaukee, WI
Finished	Joe Kurt	Erie, PA
Finished	Scott Leininger	Schenectady, NY
Finished	Willie Jackson	Arleta, CA
Finished	Tom Goldsmith	Herndon, VA

Finished	Linda Wordlington	Portland, OR
Finished	Frank Aburto	Freehold, NJ
Finished	Jennifer Case	Knoxville, TN
Finished	Elise Romaro	Ft Worth, TX
Finished	Bobby Jaine	Sacramento, CA

TETRIS (Game Boy)
Highest Score on Game A:

743,641	Michael Schulte	Fremont, CA
609,620	Matt Spencer	Ames, IA
574,764	Stuart Teper	Brooklyn, NY
562,788	Glenn A. Iba	Lexington, MA
546,145	Evets Kainzow	Saratoga, CA
540,147	Mark Firstenburg	Littleton, MA
531,022	Ron Kaye	Los Angeles, CA
525,599	Brad Davenport	San Jose, CA
514,333	David Cha	Huntington Beach, CA
507,110	Steve Wozniak	Los Gatos, CA
490,043	Christa Clay	Portland, OR
458,751	Robert Hilario	Vallejo, CA
446,166	Alec Nevala-Lee	Castro Valley, CA
435,990	Mark Richert	Bellevue, WA
435,122	Brenda Marchand	Minneapolis, MN
418,938	Carol A. Howell	Salt Lake City, UT
404,924	Kim Gee	San Jose, CA
401,226	KJ McLaughlin	Portland, ME
385,719	Chris Falco	–
382,716	Gasabed Kendikian	–
336,869	Dale Christensen	San Bernardino, CA
325,758	Andy Church	Olney, MD
314,509	David Struck	Merrick, NY
305,635	Perry Chou	Morton Grove, IL
303,663	Linda Kesecker	New Creek, WV

292,000	Steve Dartmore	–
283,032	Scott Mason	Portland, OR
278,219	Greg Cullup	Albany, CA
267,048	Gloria Box	Dallas, TX
261,906	David Barth	Cedar Falls, IA
239,457	Wes Watkins	Anchorage, AK
233,780	Lianne Sasaki	Costa Mesa, CA
231,736	Nick Mamer	Streator, IL
231,248	Steven Fu	Brooklyn, NY
225,189	Michael Moskowitz	Ft Lauderdale, FL
215,330	Michael Soffer	Brooklyn, NY
214,548	Hakop Hakoopian	Huntington, NY
211,461	Chris Koonooka	Gambell, AK
207,423	Sachiyo Tomita	San Francisco, CA
192,347	Patsy Flautt	Greenwood, MS
174,157	Sarah Weber	Newton, KS
173,000	Mike Cavanaugh	Piscataway, NJ
171,732	Jeremy Ashe	Ft Mill, SC
168,577	Aaron Schroeder	Farmington, NM
167,744	James B. Cadenhead	Brooklyn, NY
162,231	Sam Feinstein	Bridgeton, NJ
157,102	Steven Burch	Firth, ID
156,670	Mike Oliger	Clinton, OH
155,371	Norman Chin	Glen Rock, NJ
152,514	Brian Nast	Islip Terrace, NY
152,172	Gavin Williams	Menlo Park, CA
151,718	Rob Dees	Cedar Rapids, IA
150,201	Jason Holmes	Littleton, NH
144,675	Beth Payne	Lakeside, CA
138,231	Jason King	Houston, TX
127,446	Michael Parris	Ft Worth, TX
126,435	Bonnie Summers	Hinsdale, IL
106,153	David Williams	Menlo Park, CA

103,656	Margaret Williams	Menlo Park, CA
102,985	Brian Hartlaub	Sandusky, OH
101,836	Sparky Yamada	Redmond, WA
97,989	Marvin Hachmeister	Kansas City, MO
38,317	Sam Hartmann	Newburgh, IN

Most Lines in Game A:

204	Matthew Kunofsky	Brooklyn, NY
194	Frank Westphal	Iron Ridge, WI
181	Jerome Sus	Des Plaines, IL
176	Joseph Lowey	Philadelphia, PA
176	Robert Bixby, Sr	Bernard, ME
175	Keisha Roberts	Harrisonburg, VA
174	Joy Corpuz	Edmonton, AB, Canada
171	Lenora Perry	Skagway, AL

Tetris (NES)

999,999	Scott Anderson	Windsor, ON, Canada
999,365	Richard Sauther	–
861,972	Alexander Marmelstein	New York, NY
855,751	Gary Gold	Coral Springs, FL
838,996	Jeremy Phipps	Ogden, UT
792,844	Scherrii Natta	Portland, OR
784,597	Royce Cannon	St Paul, MN
781,705	James Henry	Altamont, UT
754,811	Mike Idrossi	Garfield, NJ
749,678	Mike Solano	Yonkers, NY
731,598	Richie Laskarrs	Toronto, ON, Canada
675,320	Rebecca Lipka	Wilmington, NC
671,928	Jerrod Davidoff	Grand Forks, BC, Canada
639,559	Peter Gonzalez	Soldotna, AK
615,590	Neal Brinn	Huntington, NY

615,235	David Lopez	Union City, NJ
607,718	Cheyenne Ferro	Old Bridge, NJ
606,757	Christian Dubla	Maspeth, NY
600,237	Justin Ramut	Westport, MA
598,691	Jacky Webb	Lebanon, TN
591,680	Austin Rice-Stitt	Davidson, NC
585,816	Robert Cooke	Birmingham, AL
566,310	John Powers	Holtwood, PA
565,666	Stephen Whitlock	Cheseapeake, VA
565,488	Jake Waid	Geneva, OH
565,454	Benji Loop	Indianapolis, IN
560,970	David Hushour	Bristol, VA
560,802	Ellen Brown	Dayton, OH
548,418	Anh Van	Los Angeles, CA
548,334	Steve Siler	Henderson, TN
547,774	Randy Ho	Chandler, AZ
547,584	Keith Sheaffer	Ft Collins, CO
546,652	Terri Baugh	Friend, NE
544,847	Karen Kakacek	Watertown, SD
539,991	Gregg Gates	Plattsburgh, NY
534,000	Madonna Pepe	McHenry, IL
532,560	Tom Eagan	Rochester, NY
526,761	Ken Anderson	Elgin, IL
526,242	Keppen Fitzhugh	Rlgin, IL
525,100	Thomas Noel	Ft Atkinson, WI
520,533	Charlie Bahis	Helena, MT
520,324	David Chan	S. Pasadena, CA
516,118	Michael Lucas	Alliance, OH
515,612	Greg Augustine	Sarver, PA
515,152	Matt Lessinger	Dobbs Ferry, NY
510,688	Wally Kowalski	Luling, LA
510,607	Edwin Alegre	Fremont, CA
510,408	Joe Colaricci	Winter Park, FL

508,740	Nancy Gregory	Woodburn, OR
506,000	Steve Shrader	Staunton, VA
500,725	Stuart Good	Irvine, CA
500,567	Lisa Cunningham	Mifflintown, PA
495,798	Robb Kumer	Rock Springs, NY
495,900	Sam Goad	Hobart, IN
491,856	Mike Atherton	Rice Lake, WI
491,590	Scott Boehmer	Charles City, IA
490,086	Matt Tabak	Henderson, NV
489,975	Kerry Alan	Reading, PA
484,113	Lee Foltz	Waterford, MI
480,100	David Mitchell	Muncie, IN
477,523	Ken Anderson	Elgin, IL
474,918	Orlando Tejada	Islip, NY
471,972	Jason Lee	Sacramento, CA
468,067	Vincent Alejo	Ewa Beach, HI
467,990	Kim Kyle	Los Angeles, CA
466,939	Rob Henry	Chesterfield, MO
465,733	Steve Tamura	Gardena, CA
465,306	Fred Comparato	Warren, OH
463,182	Carol Sato	Rancho Palos Verdes, CA
462,468	Steven Riccitelli	Carlsbad, CA
462,160	Marcelo Anunciato	Philadelphia, PA
461,960	Jim Burns	Altus, OK
461,880	Adam Koerner	Atascadero, CA
460,645	Dan Ciolek	Jefferson, OH
458,049	Shinhi Katsukawa	Costa Mesa, CA
456,367	Jeff Bender	Plano, TX
450,965	Jeff Faleo	Beruyn, IL
450,808	Kirk Clayton	Ft Worth, TX
450,349	Lewis Mammel	Wheaton, IL
448,867	Joseph Tivadar	Stratford, CT
447,288	Danny Pak	Los Angeles, CA

446,844	Roger Yer	Livonia, MI
445,149	Patrick Santiago	LaGrange Park, IL
444,780	Steven Pudar	Chicago, IL
443,954	John Powers	Holtwood, PA
443,718	Mike Fasching	Portland, OR
442,681	Nydia Markwell	Bremen, KY
442,001	John Brodrick	Raytown, MO
440,710	Michael Ferranti	Wilbraham, MA
437,798	Xiaoqin Xu	College Park, MD
437,770	Kevin Jones	Oak Hill, OH
433,834	Brad Friess	Cadillac, MI
432,406	Mike Sulis	Champaign, IL
429,299	Derek Eng	Flushing, NY
428,694	Frederic Busque	Pintendre, PQ
427,800	Jon Hobson	Grapeland, TX
426,886	Peter Wineinger	Milwaukee, WI
425,583	Keppen Fitzhugh	Elgin, IL
425,459	Shyanne Huerrero	Pukalani, HI
425,106	David Varela	Maplewood, MN
425,100	Alan George	Makawaa, HI
423,283	Matt Gomes	S. Lake Tahoe, CA
423,168	David Hushour	Bristol, VA
421,987	Mike Wizinek	Canton, OH
421,604	Jenia Jessee	Rainier, OR
421,237	Rabin Pirakitti	Chicago, IL
421,108	Andy Richey	Grand Prairie, TX
420,957	Kathi Byron	Akron, OH
418,303	James Simmons	Mt Home, ID
416,951	Mike Horton	Portsmouth, OH
416,934	Robert Frederick	Sterling Heights, MI
414,062	Brian Cornell	Phoenix, AZ
413,645	John Stahler	Orange, CA
413,564	Anthony Garcia	Hollywood, FL

412,919	Lee Trout	Jamesburg, NJ
412,804	Derek Costarella	W. Linn, OR
411,114	Mike Francisco	Irwin, PA
407,390	John Fisbeck	Indianapolis, IN
406,849	Roger Brewster	St Cloud, MN
405,333	Gary & Betty Liebmann	Grafton, WI
402,877	Carol Rich	Asheboro, NC
401,602	Eric Yu	Ajax, ON, Canada
401,040	Monique Saenz	Corpus Christie, TX
400,870	Josh Warren	Huntington Beach, CA
399,371	Marc Smelkinson	Owings Mills, MD
396,951	Pak Chang Hum	Los Angeles, CA
394,729	Brian Korn	Springfield, PA
390,066	James Rizor	Ypsilanti, MI
389,723	Mark Marshall	Trinidad, CA
387,680	David Ormsby	Loveland, CO
385,718	Tha Yim	Chattanooga, TN
382,293	Ben Breech	Mechanicsburg, PA
363,099	Paul J. Ronco	Fredericksburg, VA
351,916	Paul Desseyn	Roanoake, VA
350,892	Nancy Dawn	Crescent City, CA
350,522	Joyce Friedrich	Pittsburgh, PA
344,226	Ginny Young	Atlanta, GA
332,993	Joseph Long	Fredericksburg, VA
329,440	Mark Fitzpatrick	Wappinger Falls, NY
329,177	Michael Elzea	Kingsport, TN
326,788	Pat Campasino	Cincinnati, OH
324,668	Earl Jacquot	Cincinnati, OH
324,005	Cheryl Oakley	Hobart, NY
323,663	Diana Yearous	Ft Morgan, CO
322,180	Tony Fondacaro	Lee's Summit, MO
321,721	Jason Sorensen	San Carlos, CA
320,700	Barbara Bobko	Skillman, NJ

320,000	Michael Harhay	Linwood, NJ
319,401	Carol Borowick	Blanie, MN
315,618	Debbie Alley	Crosby, TX
310,613	Phil Abish	Sewell, NJ
310,315	Donald Brotherson	Salisbury, NC
308,710	Gary Groff	Iowa Falls, IA
308,628	Kaire Joyce Poole	San Francisco, CA
307,879	Dean Enser	–
306,987	Scott Petersen	Las Vegas, NV
302,524	Cecil Rackinberg	Florence, SC
300,997	Ben Weiss	Los Angeles, CA
300,000	Chad Gentry	Clyde, NC
282,070	Jimmy Houng	San Francisco, CA
266,616	Michael Ferranti	Wilbraham, MA
263,122	Brent Jones	Angleton, TX
259,160	Daniel Hemhauser	Meyuchen, NJ
254,002	Mike Cavaroe	New Orleans, LA
245,833	Norman Adelman	Old Bridge, NJ
243,804	Matthew Reeves	Bethel, VT
242,023	Stephen Pfeil	Poway, CA
241,844	Chris Cain	Golden, CO
236,740	Jon Hobson	Grapeland, TX
235,244	Douglas Rosenbach	Dundee, IL
232,992	David Colocho	Glendale, CA
232,461	Kevan White	Porterville, CA
223,374	Sean Lauderdale	Oxford, MS
221,579	James Chen	San Bernardino, CA
220,790	Woody Saunders	Suffolk, VA
220,494	Dan Nagy	Farmington Hills, MI
200,350	MarkWilliams	Beloit, KS
185,052	Kenneth Galbraith	Pleasant Grove, UT
174,732	Jason Reid	Montgomery, AL
174,125	Doug Brown	Essex, MA

172,382	Esther Hwang	Chester, NJ
163,525	Brett Bentson	San Francisco, CA
153,952	Mike Cavarol	New Orleans, LA
140,984	Allen Sugg	Wauscon, OH
138,157	Jeremy Nyboer	Norcross, GA
134,790	Phillip Chamberlain	Greenwood, IN
134,426	JJ Jones	Las Vegas, NV
133,331	Mark Staloff	E. Brunswick, NJ
125,035	AD Dunn	Riverside, CA
121,152	Michael Luongo	Howell, NJ
118,885	Paul Steinbeck	Grand Island, NE
118,184	Steven Jacobs	Englewood, CO
116,892	Jeff Toxey	Tuscaloosa, AL
110,542	Josh Hechtman	Williamsburg, MI
106,529	Mary Lou DeMille	Peabody, MA
105,249	Jason Herrera	Henderson, TX
48,700	Julie Peesley	New York, NY
43,912	Tabatha Allyson	Epping, NY
20,128	Kyla & Micah Barnott	Redmond, WA

Tetris & Dr Mario (Super NES)

Highest Scores on Game A:

557,484	Frederic Busque	Pintendre, PQ
381,562	Jon Loken	Seattle, WA
295,992	Chris Brady	Milford, CT

Best High Score in Mixed Match:

352,309	Frederic Busque	Pintendre, PQ

Tetris 2 (NES)

733,350	Barb Frederick	Cedar Rapids, IA
693,790	Barbara Quackenbush	Bakersfield, CA

544,900	Mark Snyder	Ashby, MA
495,390	Renee Nelson	Lancaster, CA
456,330	Betty Limbo	Sturgis, SD
454,610	Dwayn Rice	Big Pool, MD

The Legend of Zelda (Super NES)

Players with Lowest Number Remaining:

4	Derek McClinton	–
5	Bill Clark	–
5	Patti Campbell	–
8	Luther Smith	–

Finished the Game with the Least Number of Lives:

000	Ryan Adler	Middletown, NY
000	Andrew Ariens	LeMoore,CA
000	Theresa Cripe	Ventura, CA
000	Alfred J. Butler	Sun Valley, NV
000	Tommy Russell	Bethpage, NY
000	David Kalbfleisch	Louisville, KY
000	Ian Mclaughlin	Newark, DE
000	Bonnie Randolph	Laurel, CA
000	WL Morgan	Pohsboro, TX
000	Sam Grindstaff	McCaysville, GA
000	Brian Compana	Lorain, OH
000	Josh Lytle	Bellevue, WA
000	Chris Gillis	Lynchburg, VA
000	Mackenzie Master	Grafton, OH
000	Mark Strobert	Wilmington, DE
000	Adam Sanchez	Fremont, CA
000	Lee Williams	Eugene, OR
000	Mike Mueller	Dickinson, ND
001	Robert Connally	Sulphur Springs, TX

001	Nick Rivick	Dyer, IN
002	Adam Smehyl	Sebring, FL
003	Mike Murphy	Aberdeen, MD

The Legend of Zelda – A Link to the Past (Super NES)

Finished	Nick Rivich	Hammond, IN
Finished	Pat & Ken Johnson	Lehigh Acres, FL
Finished	Pete Khalil	Highland Heights, OH
Finished	Tony Antonellis	Palm Beach Garden, FL
Finished	Trey Piskorik	Leander, TX
Finished	Ellen Klemczak	El Dorado Hills, CA
Finished	Juan Manuel Pader	San Antonio, TX
Finished	Joseph Shake	St Louis, MO
Finished	Harry Pope IV	Vancouver, WA
Finished	Jeremy Waters	Midland City, AL
Finished	John Armbrust	Austin, TX
Finished	Alana Roberts	Brooklyn, NY
Finished	Blake Carroll	Palos Verdes Estates, CA
Finished	Brian Bresina	Virginia Beach, VA
Finished	Craig Sandell	Houston, TX
Finished	Doug Neps	Yorkville, IL
Finished	Edward Sampson	Jackson, MI
Finished	Jason Lollis	Honea Path, SC
Finished	Noah Ostby	Terre haute, IN
Finished	Richard & David Lechich	Bremerton, WA
Finished	Robert Stenberg	Las Vegas, NV
Finished	Carl Christopherson	Albia, IA
Finished	Clinton Rupert	Tamaque, PA
Finished	Chris Baughman	Pearland, TX
Finished	Cory Allmendinger	Whittier, CA
Finished	Don Parks III	Fulton, NY
Finished	Jamie Goalds	Millers Creek, NC

Finished	Katsu Yamauchi	Richmond, BC
Finished	Jeff McLain, Jr	Belvidere, NJ]
Finished	Jonathan Gatheridge	Albuquerque, NM
Finished	Keith Glick	Meldrim, GA
Finished	Lucas Rotondo & Justin Stratis	Murray Hill, NJ
Finished	Pam Weber	Joshua Tree, CA

Collected Only 13 Hearts to Reach Ganon:

–	Ren Agbunag	Virginia Beach, VA
–	Raymond Allen	Dixon, IL
–	Mark Andraschko	Ft Lewis, WA
–	Ricky Bogatek	Nobleton, ON
–	Matt Branen	Palm Bay, FL
–	Brian Bricker	Dry Ridge, KY
–	Jeff Brownell	Escondido, CA
–	Frederic Busque	Pintendre, PQ
–	Joe Chabura	Norridge, IL
–	Michael Paul Clark	Pelzer, SC
–	Ben Copley	Pleasant Hill, CA
–	Anthony Daniels	Thornhill, ON
–	Chris Dannemiller	Phoenix, AZ
–	Jason DePlanty	Mt Vernon, IL
–	Travis Finn	Wichita, KS
–	Donald Fitzgerald	Long Beach, MS
–	Brandon Gibson	Richmond, VA
–	John Hewins	Langhorne, PA
–	Joe Hill	Kenosha, WI
–	Paul Hou	Novi, MI
–	James Humphreys	Steamwood, IL
–	Benjamin Hyden	DeFuniak Springs, FL
–	Joseph Inger	Clintonville, WI
–	Mike Kosciuk	Arlington Heights, IL
–	James Ray Loewen	Isabella, OK

–	Jonathan Loken	Seattle, WA
–	Zachary Mark	Los Alamos, NM
–	Alex Marquess	Lakewood, CO
–	Wesley Miser	Gruver, TX
–	Ryan Moore	Troy, OH
–	Andy Mueller	Luxemburg, WI
–	Jason Mundell	Okotoks, AB
–	Aaron Pavkov	Assaria, KS
–	Jason Perkins	Bakersfield, CA
–	Troy Pontius	Miles City, MT
–	Matthew Rick	Farmington Hills, MI
–	Mickey Shannon	Derby, KS
–	Lynda Shea	New Freedom, PA
–	Bob Slye	Los Altos, CA
–	Mike Smrdel	W. Salem, OH
–	Bruce Stephens	Curwensville, PA
–	Jason Stratton	Rhodes, MI
–	Andrew Tan	Indialantic, FL
–	Danny Thayer	Tucson, AZ
–	Jerry Tippit	Lakewood, CO
–	Joseph Tran	Grand Prairie, AB
–	Joshua T. Treywick	San Diego, CA
–	Stephen J. Truman	Grand Rapids, MI
–	Kitti Usher	Haughton, LA
–	Matthew Wach	Davenport, IA
–	Mike Weisbecker	Sarasota, FL
–	Paul Wooters	Warrensburg, MO
–	Douglas Zwick	Mt Vernon,WA
–	Derek Allen	Dresher, PA
–	Andrew Beckett	Sheboygan, WI
–	Chris Bilby	Muskogee, OK
–	Stephen Campos	Silver Spring, MD
–	Nick Collines	Lowell, MI

–	Shawn Croucher	Victoria, BC, Canada
–	Joseph Curply	Bay City, MI
–	Ronny Donahue	Portage, IN
–	Andrew Ebersbach	Wayne, NJ
–	Robert Ellis	Washougal, WA
–	Donald Fitzgerald	Long Beach, MS
–	Ryan Fitzgerald	Oroville, CA
–	Jeremy Fredin	Wichita, KS
–	Seth Fredrickson	Lester Prairie, MN
–	Daniel Frumson	St Louis, MO
–	Lorianne Fulco	Brooklyn, NY
–	Brian & Justin Grigg	Vernon, CT
–	Tim & Tully Gustafson	Bay Shore, NY
–	Atta Haimour	Calgary, AB, Canada
–	Chris Harris	Tigard, OR
–	Michael Heighway	Danville, IL
–	Ely Hsu	Jacksonville, FL
–	Alison Hynes	Brookville, PA
–	Joshua Kraus	Flushing, NY
–	Eric Lobb	Campbellsville, KY
–	Jason Loomis	Ellisburg, NY
–	Daniel Mackel	Toronto, ON, Canada
–	Melissa McCulloch	St Louis, MO
–	Doug Palen	Orlando, FL
–	David Pittaro	Montreal, PQ
–	Andrew Peck	Circle Pines, MN
–	Jake Pratt	Dodgeville, WI
–	Zack Reed	Biloxi, MS
–	Jonathan Reno	Jackson, MO
–	Peter Robinson	Thornton, CO
–	Theresa Rucando	Staten Island, NY
–	Jeff Russ	Niskayona, NY
–	Paul Sample	Madison, SD

–	Jeremy Semko	El Paso, TX
–	Tim Stanley	Brandon, VT
–	Stephen Stephano	Strongsville, OH
–	Michael Sutherland	Madison, NJ
–	Bobby Taylor	Reston, VA
–	Chris Tervo	Sioux Falls, SD
–	Chris Toyzan	Marshall, MI
–	Geoff Tuttle	Fountain Hills, AZ
–	Peter Yu	Tallulah, LA

Three Stooges (NES)

Finished	Phillip Price	Garland, TX

Tiger Heli (NES)

489,000	Josh Bradley	Sparta, IL
445,000	Louis Pavlik	Lindenwold, NJ

Tiny Toon Adventures

Finished	Billy Staehle	Downers Grove, IL
Finished	Caesar Lopez Garciamora	El Paso, Tx
Finished	Jeff Brannon	Douglasville, GA
Finished	Jerem Lurinetti	Oglesby, IL
Finished	Joe Smeda & Vince McKean	Farmington, MI
Finished	Nicolas Reed	San Francisco, CA
Finished	Ted Kolesar	N. Vancouver, BC, Canada
Finished	Branden Brown	Scenery Hill, PA
Finished	Andy Wahila	Endicott, NY
Finished	Beau Green	Port Clinton, OH
Finished	Christian Suarez	Rosemead, CA
Finished	Scott & Doug Murata	Los Angeles, CA
Finished	Vikram Chopra	Renton, WA
Finished	Eric Thiede	Kaukauna, WI

Finished	Carol Kristy	Salem, OR
Finished	David Nolan	Buchanan, NY
Finished	Chris Dierschow	W. Chicago, IL
Finished	John Magana	Spokane, WA

Tiny Toon Adventures: Buster Busts Loose (Super NES)

Completed the Game on the Hard Level:

Finished	Tim Wooley	Jacksonville, NC
Finished	Alex Batista	Trujillo Alto, PR
Finished	Eric Hacecky	APO, NY
Finished	Marius Vartolomei	St-Laurent, PQ

T.N.M.T: Fall of the Foot Clan (Gameboy)

Finished	Rich Dalla Valle	Torrington, CT
Finished	Ryan Cleland	Yakima, WA
Finished	Kevin Chapman	Whitestone, VA
Finished	Jim Vigeant	Oxford, MA
Finished	Aaron Downing	Clarion, IA
Finished	DJ Demangone	Latrobe, PA
Finished	Bob Krehling	Steelton, PA
Finished	Jay & Jon Monteverde	Oakbrook, IL
Finished	Billy Desmarais	N. Adams, MA
Finished	Chris Seekill	N. Dighton, MA
Finished	Jeb Tipton	Knightstown, IN
Finished	Miles Owen	Russellville, AL
Finished	Scott Hittinger	Indianapolis, IN
Finished	DJ Russell	San Diego, CA
Finished	Gina Kuentzler	St Louis, MO
Finished	Andy Miller	Westlake, OH
Finished	Kasey Elkton	Little Rock, AR
Finished	Caleb Miller	Indianola, IL

Finished	Michael Satterfield	Richmond, VA
Finished	Steven Farina	Wyomissing, PA
Finished	Scott McCahn	Potomac, MD
Finished	Steve Sherode	Wendell, NC
Finished	Jeff Blanchard	Sellersburg, IN
Finished	Jenny Arrow	Montreal, PQ
Finished	Michael Crooks	Williamstown, NJ
Finished	Paul Kukucka	Lorain, OH
Finished	Soren Powell	Accokeek, MA
Finished	Justin Bentley	Waterford, MI

T.N.M.T. II: The Arcade Game (NES)

Finished	Joshua Ensley & Ram Hatley	Stillwater, OK
Finished	Alex & Andrea Young	Beaver Falls, PA
Finished	Billy Kirth, Jr	Cape Coral, FL
Finished	Eric Hayes & Michael Ellis	Shelby, NC
Finished	Mike Wanger & Pat Binder	Broomall, PA
Finished	Scott & Brian Segner	Fridley, MN
Finished	Justin Reiser	Middle Island, NY
Finished	Steve Corbin & Jerry Nash	Bloomfield, IN
Finished	Ron & Dan Kenigsberg	Lake Success, NY
Finished	Noel Morsch	Dayton, MN
Finished	Darren Way & Toby George	Goodland, KS
Finished	Scott Hetherington	Chamblee, GA
Finished	David Duchesne & Lala Roy	Mississauga, ON, Canada
Finished	Andrew Jacobs	Andover, MA
Finished	Corey McKee	Wingham, ON, Canada
Finished	Jeff Major & BrianRose	Scarborough, ON, Canada
Finished	Jason Dunn & Brian Murray	Timmins, ON, Canada
Finished	Matthew & Sean Brakey	Shaker Heights, OH
Finished	Peter Bandonis	Reading, PA
Finished	Kit Ellis	San Mateo, CA
Finished	Charlie Simmons	Bath, ME

Finished	Bruce King	Bath, ME
Finished	Maciek Waligora	Seattle, WA
Finished	Jarek Predki	Seattle, WA
Finished	David Stevens	Fairfield, TX
Finished	Reid Sheppard	W. Middlesex, PA
Finished	Michael Cornman	W. Middlesex, PA
Finished	Hamish Moir	Brandon, MB, Canada
Finished	Daniel Zuregers	Etobicoke, ON, Canada
Finished	Randy Jacobs	Highland Mills, NY
Finished	Mike Beatrice	St John, IN
Finished	Cliff Boswell	Owensboro, KY
Finished	Jeremiah Wilson	Columbus, OH
Finished	Charles Rubbo	Spring Hill, FL
Finished	Scott Crumley	W. Yorktown, IL
Finished	Johnny Kujawa	Novi, MI
Finished	Josh Ostermeier	New London, WI
Finished	Christopher Chung	Rowland Heights, CA
Finished	Justin Gitlin	Newton, NH
Finished	Matt Simpson	Newton, NH
Finished	Bobby Dolchide	Chicago, IL
Finished	David Burkett	Marion, VA
Finished	James Roblete	O'Fallon, IL
Finished	Ryan Faucher	Dover, NH
Finished	Brian McGrath	Rochester, NY
Finished	Jason Gartland	Warren, OH
Finished	Matthew Hoffman	Clifton, VA
Finished	Johnny Wadsworth	Centerville, OH

T.N.M.T. III (NES)

934,600	Rick Lico	–
889,500	Richard Jauther	–
734,200	Kyle Davis	–
718,800	Vince DiMarco	–

696,200	Danny Scan	–

T.M.N.T. III: The Manhattan Project (Super NES)

Finished	Adam Riffle	Walkersville, WV
Finished	Jonathan Thompson, Jr	–
Finished	Brian Doxtader	Hurley, NY
Finished	Chris & Ryan Krueger	Medford, MA
Finished	Ken Britton	Derry, NH
Finished	Scott Ford	Buckhannon, WV
Finished	Erik Yalcin	St Louis, MO
Finished	Chad & Kyle Kowalski	Flint, MI

T.M.N.T. IV: Turtles In Time (Super NES)

Quickest Finishing Times:

15:18	Jeremy Ramos	Redlands, CA
18:37	Karian Fung	Brooklyn, NY
18:39	Keven Pieper	Duncanville, TX
18:40	Peter Godiney	Los Angeles, CA
22:15	Chris Buggert	Tacoma, WA
22:21	John Street	Millington, TN
25:14	Zack & Dan Ford	San Carlos, CA
25:27	Spike & Brad Therriew	Brooklyn Park, MN
26:25	Matt Leake	Grandview, MO
26:29	Paul Huebener	Vancouver, BC, Canada
28:11	Tyler Robertson	New Castle, IN
28:12	Ameht Dominguez	Miami, FL
28:29	Oliver Bade, III	Black River Falls, WI

Tom & Jerry (NES)

Finished	Kimberly & William Stackman	Stillwater, NY
Finished	Mike Cassady	Ft Dodge, IA

Finished	Kevin & Jonathan Moynihan	Lompoc, CA
Finished	Louis Frazee	St Paul, MN

Tombs & Treasure (NES)

Finished	Steven Schrank & Steve Hurst	Euless, TX
Finished	Russell Biggerstaff	McHenry, IL
Finished	Philp Maenza	E. Hanover, NJ
Finished	Kimberly Kehew	New Cumberland, PA
Finished	Jeff Juberget	Mechanicsville, VA
Finished	Brian Palasek & Jeff Strunk	Billerica, MA
Finished	Daniel Alvarez & Matt Reynier	Wyoming, MI
Finished	Greg Mounts & Tommy Womack	Grayson, KY
Finished	Lewis Eplin	Ashford, WV
Finished	Pam Powers	Pleasant Hill, CA
Finished	Joseph Iacolino	Enfield, CT
Finished	Tom Springer	Henderson, KY
Finished	Marcus Marinho & Jeremy Huttermaier	Beatrice, NE
Finished	Raymond Stallard	Columbus, OH

Top Gear (NES)

Best Time on Stonehenge Race:

1:58:70	Jeff Palmer	NES Game Play Counselor

Top Gun (NES)

9,999,990	Michael Stroke	Elmwood Park, NJ
5,045,300	Peter Nemeth	Hebron, IN
4,153,410	Tom Campana	Lorain, OH
601,000	George Tomaszewski	Cedar Lake, IN
507,000	George Tindall, Jr	St Helens, OR
200,300	John Switzer	Romoland, CA
168,000	Julius Calderon	Sandy, UT
163,400	Ronald Reeves	Cerritos, CA

145,600	Dennis Chiesa	Phoenix, AZ
143,200	Nate Welch	Lawrence, KS
128,100	Mark Liszewski	Webster, TX
127,200	Josh Vinzant	Nanyville, MO
114,700	Eric Sargent	Sumrall, MS
91,900	Rickey Duke	Overland, MO
83,600	Ben Sisneroz	Goffstown, NH
80,900	Cy Forell	Seattle, WA
75,500	Martin Alston	Beaumont, TX
71,000	Andrew Webb	LaGrange, IL
62,700	Scotty Goldsmith	Topeka, KS
61,000	Nestor Teran	Miami, FL

Top Gun II: The Second Mission (NES)

6,296,700	Joshua Dusseau	Toledo, OH

Total Recall (NES)

112,430	Lance Barton	N. Huntington, PA

Game Edition that Finishes:

Finished	Rob Queen	Huntington, WV

Totally Rad (NES)

Finished	Michael Wong & Tito Soriano	Ashland, OR
Finished	Greg Dwings	Brent, AL
Finished	Keith Roach	Lesage, WV

Town & Country Surf Designs (NES)

999,999	Justin Atterbury	Portland, OR
999,999	Jason Barnhart	Union Lake, MI
999,999	Mark Cooper	Council Bluffs, IA

999,999	Daniel Delicco	Olney, MD
999,999	Scott Foster	Choctaw, OK
999,999	Rob Schlegel	Allentown, PA
999,999	Cole Kraft	Lonita, CA
999,999	Chris Mumau	Versailles, OH
999,999	Craig Sullivan	New Port Richey, FL
999,999	Jason Killgo	Stone Mt, GA
999,999	John Tennant	Gainesville, FL
999,999	Michael Elson	Great Neck, NY
999,999	Eric Kelman	Southampton, PA
999,999	Jack Kusuda	Garden Grove, CA
999,999	Kurt Scheppman	Eden Prairie, MN
999,999	Graham Strub	Wanamassa, NJ
999,999	Danny Hamilton	Danville, GA
999,999	Alan Rappaport	Wayne, NJ
999,999	Jeff Adkins	Jacksonville, FL
999,999	Eddie Barnett	Springfield, IL
999,999	Robert Fernandez	Bellevue, WA
999,999	Michael Selson	Great Neck, NY
999,999	Jason Stafanski	Renton, WA
999,999	Nick Williams	Newark, OH
999,999	Erinn Smith	Windsor, NY
999,999	Steve Valdez	Downey, CA
999,999	Davis Shoup	Ft Wayne, IN
999,999	Troy Jaros	Blaine, MN
999,999	Tony Lingerfelt	Madison Heights, MI
999,999	Pam Thompson	Otego, NY

Track & Field (NES)

999,999	Andy Crist	Jonesville, MI
999,999	Grant Doolittle	Williams, IA
999,999	Kevin Hegarty	New Lenox, IL
999,999	Kevin Jeu	Harbor City, CA

999,999	Rob Alfano	Ocean, NJ
999,999	Tony Blair	Rossford, OH
999,999	Jeremiah Ervin	Topeka, KS
999,999	James Gee	Richardson, TX
999,999	Doug Huber	Loveland, OH
999,999	Greg Neu	Boca Raton, FL
999,999	Andre Roman	Fredericksburg, VA
999,999	Jay Willimon	Stinnett, TX
999,999	Bill Wright	Seaside Hills, NJ
999,999	Breck Pittmark	Lindale, TX
999,999	Brian Dickson	Pittsburgh, PA
999,999	Charlie Peterson	Bonnie, IL
999,999	Greg Hodge	Mt Vernon, IL
999,999	James Hradecky	Fredericksburg, VA
999,999	Jason Golden	Cottondale, AL
999,999	Jeff Shabansky	Las Vegas, NV
999,999	John Murphy	Ocala, FL
999,999	Kevin Cable	Albany, NY
999,999	Mark Kennedy	APO New York, NY
999,999	Robby Beal	Bath, MI
999,999	Shinya Takahashi	Houston, TX
999,999	George Hall, Jr	Corning, NY
999,999	Marty Herold	Topeka, KS
999,999	Scott Hughes	Owensboro, KY
999,999	Dennis Kopec	Stamford, CT
999,990	Phill Bonner	Stratford, OK
999,990	Matt Baker	Lenoir, NC
999,990	Alec Cross	Carmel, IN
999,990	Jesse Singh	Roseville, CA
999,990	Christopher Bucci	Erie, PA
999,990	Steve Clay	Bourbonnais, IL
999,990	Jody Fortson	China Grove, NC
999,990	Gaby LeClerc	Chicoutimi-Nord, PQ

999,990	Paul McCusler	Coon Rapids, MN
999,990	Jeff Radinsky & Donnie Lansdown	Crown Point, IN
999,990	Joshua Strassberg	Livingston, NJ
999,990	Bill Wescott	Andover, NH
999,990	Bill Wright	Seaside Hills, NJ
999,990	Mike Catanzarito	Dubois, PA
879,760	Kenny Malone	Alta Loma, CA
838,010	Patrick Wilson	Des Moines, IA
762,220	Chris Parks	Richmond, KY
726,960	Lee Hillman	Slidell, LA
602,320	Joel Marinarcio	Great Falls, MT
299,670	Bob Domingo	Boordman, OH

Track & Field (Super NES)

10,000	Don Carroll	–
9,982	Mike Carver	–
9,230	Tom Davis	–
8,993	Phil Honeywell	–

Trojan (NES)

1,003,700	Jonathan Riehl	Falls Church, VA
927,900	Mark Dawnstar	Patterson, CA
205,196	Rocky Phelps	Camarillo, CA
188,000	Dameon Wilbur	Davenport, WA

Ultima: Quest of the Avatar (NES)

Finished	Bradley Lewis	Asheville, NC
Finished	Harold Stone	Moss Point, MS
Finished	Jason Drury	Wyoming, MI
Finished	Jonathan Lavoie	Kirkland, PQ
Finished	Melba Frank	Omaha, NE

Finished	Mosbe Adesnik	New York, NY
Finished	Patrick Horener	Carson City, NV
Finished	William Ward	Bayonne, NJ
Finished	Robert H. Law	Sacramento, CA
Finished	David Johnston	Sheboygan, WI
Finished	Artun Mimaryan	Ramsey, NJ
Finished	Linda Schultz	Buffalo, NY
Finished	Ellen Skramstad	Marshall, MN
Finished	Richard Newman	S. Chicago Heights, IL
Finished	Barry Jordan	Searcy, AR
Finished	David Lyons	Enterprise, AL
Finished	Chris LaRay	Livermore, CA
Finished	Marilyn & Leich Traver	Palm Harbor, FL
Finished	Tom Connell	Farmington Hills, MI
Finished	Tommy Russell	Bethpage, NY
Finished	Andrew Mitchell	Winter Springs, FL
Finished	Brian & Mike Ferguson	Middletown, CA

Ultraman (Super NES)

Players Able to Finish:

Finished	Eric Longdin	Methuen, MA
Finished	Aaron Bennett	Bay St Louis, MA
Finished	Mark Smith	Baltimore, MD
Finished	Norman Teale	Scottsville, KY
Finished	Joseph Deegan	Oceanside, CA
Finished	Ilan Levine	Brooklyn, NY

Uncle Fester's Quest (NES)

Finished	Stacey Branson	Morristown, TN
Finished	Peter Fil	Latham, NY
Finished	Michael Phillips	Newport, AR
Finished	Terry Thomas	Great Falls, MT

Finished	Brad Yost	Kirkland, WA

The Uninvited (NES)

Finished	Jusitn Elder	Evansville, IN
Finished	Palph Hurst	Auburn, CA
Finished	April Manzer	Omaha, NE
Finished	Damon Broussard	Crowley, LA
Finished	Pat O'Hara	Malvern, PA
Finished	Heather Clarkson	Reed City, MI
Finished	Patrick Corrigan	Seattle, WA
Finished	Barbara Reynolds	Port Republic, NJ
Finished	Kevin Macherione	Vincentown, NJ
Finished	Casey Sharp	Elkland, MO
Finished	Kathy Shipp	Joplin, MO
Finished	Kevin Shaw	Bourne, MA
Finished	Frank Thurston	Lamont, CA
Finished	Keith Ciccarillo	New Britain, CT
Finished	Jerry Powell	Coeur D'Alene
Finished	Gene Wilcox	Hempstead, TX
Finished	Brent Waters	Winnipeg, MB, Canada
Finished	Mike Dobranski & Joe Sallitt	Dallas, PA
Finished	Fred Pellerito	Rolla, MO
Finished	Jeff Slutter	Brodheadsville, PA
Finished	Joseph Vernaci	Apple Valley, CA
Finished	Robert & Nancy Schneider	Thousand Oaks, CA
Finished	Julie Plewinski	Iron Mt, MI
Finished	Mike Kolassa	Fraser, MI
Finished	Joey Sanchez	Kansas City, MO
Finished	Jopseh Garcia	Carson, CA
Finished	Dim Sass	Newark, CA
Finished	Kan Quaranto & Roseann Bedell	Centereach, NY
Finished	Ted Deverick	Zionsville, IN
Finished	Eric Karcher	Cary, NC

Finished	Betty Zalud	Northridge, CA
Finished	Howie & Dustin Titzel	Saugus, CA
Finished	David Popoff	Regina, SK
Finished	Chris Cannon	Bedford, IN
Finished	Brendan Ward	Braintree, MA
Finished	Vicky Gentry	Covina, CA
Finished	Chris Nifong	Lexington, NC
Finished	Joan Smith	Freehold, NJ
Finished	Matt Morrison	Arlington, TX
Finished	Jeff Bruker	Woodstock, IL

UN SQUADRON (Super NES)

Best Scores on Mission 1:

53,000	Jeff Ouano	Casper, WY
53,000	Josh Guerrieri	Sugar Land, TX
50,000	Eric Colvin	Commerce TWP, MI
50,000	James Spouler	Maple Ridge, BC, Canada
49,500	Doug Baker	Dallas, TX
48,300	Eric Burd	St Paul, MN

Players Able to Finish:

Finished	James Stanberg	Ft Dodge, IA
Finished	Paul Attwood	Dale City, VA
Finished	Bryan & Eric Moore	Middletown, CA
Finished	James Grier	Plymouth, WI
Finished	Timon Wilson	Bowie, MD
Finished	Allen R. Dajao	Vallejo, CA
Finished	Kerry Domangue, Jr	Houma, LA
Finished	Ryan Belisle	Woonsocket, RI
Finished	Drew Zackary	Wichita, KS
Finished	Andy Lechner	Woodstock, IL
Finished	Kelvin Rouse	Asheville, NC

Finished	Josh Smith	Papillion, NE
Finished	Michael Polinsky	Ft Salonga, NY
Finished	Mark Driver	Richmond, BC
Finished	Mike Takahashi	High Hill, MO
Finished	Bob Keraghan	Amesbury, MA
Finished	John Ali	Detroit, MI

Untouchables (Super NES)

Finished	Dan Chapa	Lakewood, CO
Finished	Eric Spaulding	Ramsey, NJ

Uniracers (Super NES)

Best Scores:

516 Downer	Mike Hagen	Thief River Falls, MN

Best Times:

36:33 Last One	Danny Li	El Monte, CA
25:07 Dragster	Chris Dlugosz	Cheektowaga, NY
25:08 Dragster	Nathan Fabro	Edmonds, WA

Wall Street Kid (NES)

Finished	Stephanie Platt	Ventnor City, NJ
Finished	Matt Halburnt & Jason Melchior	Ft Bragg, NC
Finished	Andrew Clines	Hampden, MA

Wanderers from Ys III (Super NES)

Finished	Alex Schramm	Niagara Falls, NY
Finished	Chad Hucko	Granite City, IL
Finished	Greg Moses	Ft Smith, AR
Finished	Jason Spotts	Paxinos, PA
Finished	Jim Kiley	Vestal, NY

Finished	Nick Bogovich	Thornton, IL
Finished	Timon Wilson	Bowie, MO
Finished	Scott Aaronson	Washington Crossing, PA

Wave Race (Game Boy)
Best Time on the First Course:

0:30.38	Mark Presby	Warren, MI
0:30.38	Robert Bixby, Sr	Bernard, ME
0:32.39	Jason Higham	Orleans, ON, Canada

Wave Race 64
Top Score for Dolphin Park:

41,136	Christian Chavez	San Ysidro, CA
40,310	David Wonn	Gahanna, OH
40,070	Vic Alexander	Spokane, WA
39,530	Charles Brown	Front Royal, VA
39,440	Japhet Santaro	San Francisco, CA
39,050	David Jefferson	Mansfield, OH
38,780	David Chiu	Vestal, NY
38,575	Mark Harpole	Manchester, MO
38,540	Brandon Prall	Plympia, WA
38,465	CJ Collins	Red Bud, IL
38,420	Michael Homuth	Algonquin, IL
38,390	Scott Tresler	Erie, PA
38,390	Ricky Williams	Georgetown, KY
38,210	David Kemp	Omaha, NE
38,210	Josh Puskar	Spring, TX
38,060	Michael Clark	Pelzer, SC
38,040	David Leschak	Jermyn, PA
38,005	Joe Schuring	Elgin, IL
38,000	Pascal Lemieux	St Antoine, PQ
37,970	Isreal Knight	Dove Creek, CO

37,880	Daniel Hormaza	Hatillo, PR
37,550	Craig Doughman	Delaware, OH
37,470	Jonathan Bryant	Burlington, NC
37,465	Cody Jarrett	Scottville, MI

Fastest Six Laps around Sunny Beach:

1:11.817	Jerry Bianco	Los Angeles, CA
2:02.169	Jordan DiCarlo	Lake Peekskill, NY
2:02.377	Pascal Lemieux	St Antoine, PQ
2:02.674	Tommy Yoder	Ridgeley, WV
2:02.840	John Lansing	Chassell, MI
2:02.898	David Lacoste	Chateauguay, PQ
2:03.013	Jimmy DeSantis, Jr	Edwardsville, IL
2:03.248	Robert Coulson	Phoenix, AZ
2:03.909	Jonathan Wirth	Iron Mt, MI
2:04.193	Michael Gyengo	Huntsville, AL
2:04.252	Sam Carter	Bentonville, AR
2:04.333	Kris Hamilton	Prospect, NS
2:04.447	John Reedy	Elkhart, IN
2:04.494	Steven Kepner	Buffalo, NY
2:04.525	Steve Cope	Gallatin, TN
2:04.677	Jesse Grimes	Manassas, VA
2:04.757	Steve Sanders	S. Jamesport, NY
2:04.909	Gregory Dawson	E. Point, GA
2:05.263	Greg Pituch	Aurora, OH
2:05.465	Ronald Zarr	Denver, CO
2:06.344	Robert Halstead	Portage, WI
2:06.474	Mike Moeller	Pittsburgh, PA
2:06.825	Mark Goen	Escondido, CA
2:06.959	Brian Cruise	Waynesville, MO
2:06.977	Scott Tresler	Erie, PA
2:07.323	Byron Mayfield	Joplin, MO
2:07.726	Matt Burns	London, ON, Canada

2:07.800	Herbie Waters	Ashtabula, OH
2:07.807	Scott Bowers	Easton, MA
2:08.389	Bryan Heck	Carmel, IN
2:08.864	Johny Sechser	Indialantic, FL
2:08.975	Seth Wing	San Diego, CA
2:10.060	John Bundner	Cudany, WI
2:10.122	Richard Doty	Lake Villa, IL
2:10.250	Greg Moye	Daniels, WV
2:11.742	Barry Cordes	St Louis, MO
2:13.115	Steve Giavasis	Yonkers, NY
2:13.222	Jeremy Semko	El Paso, TX
2:14.422	D. Anderson	St Louis, MO
2:14.357	Sonny Manna	Eastchester, NY
2:14.446	Jared Budd	Eldorado, ON, Canada
2:15.167	Ryan Rose	League City, TX
2:15.981	M. Wunderlich	Vancouver, WA
2:16.354	Steve Kepner	Buffalo, NY
2:16.271	T. Deyesso	E. Bridgewater, NY

Fastest Laps around Sunset Bay:

1:24.320	Jerry Bianco	Los Angeles, CA

Fastest Time on Drake Lake:

1:30.363	Jerry Bianco	Los Angeles, CA

Fastest Time in Marine Fortress:

1:43.668	Jerry Bianco	Los Angeles, CA

Fastest Time on Port Blue:

1:44.187	Jerry Bianco	Los Angeles, CA

Fastest Time in Twilight City:

1:45.398	Jerry Bianco	Los Angeles, CA

Fastest Time for Three Laps around Southern Island:

1:14.189	Tommy Yoder	Ridgeley, WV
1:14.706	Japhet Santaro	San Francisco, CA
1:18.303	N. Shrubsole	Holland, ON, Canada
1:19.252	Mark Thompson	Marysville, MI
1:20.025	Scott Bauer	Stoughton, WI
1:20.520	Jonathan Colon	Suffolk, VA
1:20.709	Chris Anciano	Cerritos, CA
1:20.748	John Mapletoft	Saskatoon, SK, Canada
1:20.790	Aaron Kiser	Huntington, IN
1:21.010	D. Delgadillo	Tulare, CA
1:21.050	M. Ashworth	Nashville, TN
1:21.650	A. Wollschlager	Ft Lauderdale, FL
1:21.667	David Hosaflook	Springfield, VA
1:21.931	Bret Wood	Billings, MT
1:22.332	Ryan Howell	Regina, SK
1:22.470	Cliff May	Laguna Niguel
1:22.661	Dean Avery	Bloomington, MI
1:22.755	Dan Britton	Owen Sound, ON, Canada
1:22.952	Brent Young	Linn Creek, MO
1:23.310	Barry Cordes	St Louis, MO
1:23.378	Cameron Bell	Florence, SC
1:23.457	Brian Miano	Glastonbury, CT
1:24.169	C. Kaiser	Toronto, ON, Canada
1:24.263	Erik Voss	Sloughhouse, CA
1:24.312	Steven Muller	Staten Island, NY
1:24.324	Syama Mattson	Efland, NC
1:24.362	Chris Riethmiller	Boca Raton, FL
1:24.930	Jonathan Basher	Albany, NY

1:25.712	John Regan	Walpole, WA
1:26.089	Chris Schouten	Hemet, CA
1:40.518	Jerry Bianco	Los Angeles, CA

Wayne Gretzky's 3D Hockey (NES)

84 Game Season: (Wins-Losses)

84-0	CJ Goril	Palos Park, IL

Most Goals in a 20 Minute Period against the Computer:

115	Corey Dowrey	Fairfield, OH
94	Dan Button	Owen Sound, ON, Canada
89	Gaby Devarona	Miami, FL
71	Loc Pham	Northampton, PA
58	J. Rexhausen	Cincinnati, OH
51	Scott Bauer	Stoughton, WI
50	Aaron Carrico	Cincinnati, OH
44	Matt Larson	Albert Lea, MN
42	Sean Blazo	Brighton, MI
41	Greg Joachim	Maysville, KY
36	Troy Turner	Edgewood, NM
30	C. McCoy	Little Ferry, NJ
29	Jonathan Plichta	Milford, MI
25	Gavin Denniston	Irvine, CA
25	J. Publicover	Sydney, NS
24	Bryan Carpenter	Allen Park, MI
21	Erik Breshears	Blythe, CA

Where's Waldo (NES)

Finished	Melody DiChiara	Elmira, NY

Who Framed Roger Rabbit? (NES)

Finished	Kenneth Gagne	Leominster, MA
Finished	Timmy Johnson	Kingston, PA

Whomp 'Em (NES)

Finished	Jason Eckstein	Belvidere, IL

Wild Gunman (NES)

999,900	Steve Brunbaugh	Livermore, CA
999,900	Roy Dean	Boca Raton, FL
999,700	Barry Carlson	Springfield, VA
999,700	Jon Milleville	Wheaton, IL
995,600	Steven Hau San	Gabriel, CA
855,300	Brian Edwards	Natick, MA
840,100	Kaz Stzepek	Kaneohe, HI
835,500	Eric Nelson	Minneapolis, MN
782,700	Josh Dearmore	Morrison, CO
725,800	Joseph DiPippa	Howard Beach, NY

Wild Snake (Super NES)

20,715	Jeff Daniels	Atlanta, GA
19,812	Susan West	Washington, DC
19,277	Jason Johnson	Seattle, WA
17,425	Cliff Morris	San Jose, CA
14,952	Mark Roberts	Montgomery, TX

Willow (NES)

Finished	Adam & Shawn Cross	Rochester, MN
Finished	Rickstine Carter	Bridgeton, NJ
Finished	W.C. Cosper	Harlem, GA
Finished	Matt Enright	Catasaqua, PA

Finished	J. Johnson	Cool Valley, MO
Finished	Donald L. Young	Hardeeville, SC
Finished	Eric Miller	Council Bluffs, IA
Finished	Joseph Smith	Las Vegas, NV
Finished	Gregory Vorona	Trenton, NJ

Wizards & Warriors (NES)

999,999	Trey Cave	Lakeland, FL
999,999	Nathaniel Dunlap	Bedford, NH
999,999	Homan Mirzai	Tempe, AZ
999,999	Mike Pascal	Westville Grove, NJ
999,999	Jamie Peckham	Argyle, TX
999,999	Perry Rutherford	Los Alamos, NM
999,999	Eric Sable	Johnston, IA
999,999	Kevin Townsend	Laconia, NH
999,999	Byron Tuly	Cedar Rapids, IA
999,999	Bill Wright	Costigan, ME
999,999	Carol Siverling	Lima, OH
999,999	Tony McAllister	Fontana, CA
999,999	Ross Combs	Las Cruces, NM
999,999	Vance Parker	Hooper, UT
999,999	Kris Kemp	Layton, UT
999,990	Deborah Martovitz	Cleveland, OH
985,371	Justin Alba	Baldwin Place, WY
639,500	Jim Killy	–
458,213	Amy Brown	Olney, IL
397,270	Weston Johnson	Parguitch, UT
390,000	Pedro Candia	Gardena, CA
322,330	Kenji Higa	Uniondale, NY
310,895	Drew Engelson	Great Neck, NY
305,000	Jimmy Waters	Mecastle, DE
280,500	Beyon Casler	Battle Creek, MI
278,040	Millie Dell	Reading, PA

259,555	Jesus Silva, Jr	Woodland, CA
248,970	Justin Smith	Seattle, WA
243,125	Kenji Nozoki	Rego Park, NY
232,520	Nick Sadeghi	Short Hills, NJ
228,080	Chris Coppin	Concord, CA
228,000	Chris Wilhelm	Washington, PA
213,080	Tim Lovelace	Hawthorne, CA

Wizards & Warriors 3 (NES)

32,070	Jeff Adkins	–

Wizardry (NES)

Finished	Jimbo Lathers	Imperial Beach, CA
Finished	Daniel Chernier	St Felix-De-Valois, PQ

Wordtris (Super NES)

279,739	Victor Hohnberger	Albuquerque, NM
246,230	Joyce Thompson	Long Beach, CA
120,994	Sonmi Copeland	Lawton, OK
119,522	Darlene Gochnauer	Willow Street, PA
112,128	Diane Rasmussen	Chino Hills, CA
109,999	Scott Aklyoshi	Prunedale, CA

Highest Score in a 1-Player Game:

66,000	Kim Racey	NES Game Play Counselor

Wrecking Crew (NES)

1,202,600	David Nierstad	Merrimack, NH
999,200	Joseph Brookhart	Griffith, IN

Xenophobe (NES)

999,990	Scott Barker	Sterling, CO
999,990	Ryan Brandon	Madison, WI
999,990	Marc Davidson	Terrell, TX
999,990	Randy Filippi	Schaumberg, IL
999,990	Jeff Gilmor	Edwardsville, IL
999,990	Nathan Haughton	Lenexa, KS
999,990	Machelle Magyar	Auburn, IL
999,990	Terry Mahmood	Sandusky, OH
999,990	Elvin McDivitt	Lancaster, PA
999,990	Shawn McLaughlin	Pittsburgh, PA
999,990	Paul Morrell	Pasadena, CA
999,990	Keith Torbet	Wauseon, OH
999,990	Jesse Varnadore	Burlington, NC
999,990	Robert Voltz	Bloomington, IL
999,990	Jose Pineda	Warwick, RI
999,990	Andy Racine	St Paul, MN
999,990	Clayton Barnes	Angletown, TX
999,990	Dan Eddy	Streamwood, IL
999,990	Chuck McCormick	Galveston, TX
999,990	Karl Mulhern	Houston, TX
999,990	Eric Ritter	Battle Creek, MI
999,990	David Towne	Traverse City, MI
999,990	Adam Byrd & Chris Young	Dallas, TX
999,990	Adam Beasley	Salt Lake City, UT
999,990	Andy Craft	Rialto, CA
999,990	Brian Claus	Wyoming, PA
999,990	Cam Melzer	Neenah, WI
999,990	Jason Mullins	Dayton, OH
999,990	Jay Muzzo	N. Haven, CT
999,990	Matt Kincade	Texarkana, TX
999,990	Michael Coyle	Rochester, NY

999,990	Mike Miller	Glenview, IL
999,990	Rick Denny	Bel Air, MO
999,990	Thomas Greene	Philadelphia, PA

Xevious (NES)

2,207,930	Jeff Peck	Arlington, TX
146,410	Jim MacDonald	Attleboro, MA

Xexyz (NES)

4,331,750	Paul Lucero	Denver, CO

Game Edition that Ends:

Finished	Randy & Jason Beltran	Garden Grove, CA
Finished	Chris Snow	Beaverton, OR

Yoshi (NES)

Highest Scores on Game A:

37,550	Pam Tuttle	Madison, WI
36,775	Casey Hench	Enola, PA
29,465	Kellie McCoy	Beaverton, OR
20,915	Verna Osburn	Sacramento, CA
16,905	Louis Buono	Brooklyn, NY
12,885	Aldvich Bautista	Vallejo, CA
11,560	Karl Warsup	Gastonia, NC
10,595	James Ditto	Elenwood, GA
10,100	Jason Naylor	Dinuba, CA
9,455	Randy Cross	Meadow Vista, CA
9,325	Sheila Just	Vancouver, WA

Yoshi (Game Boy)

8,025	Craig Patik	Toledo, OH
7,565	Jason Burwick	York, PA

Yoshi's Island

100% Scores in World 3:

–	David Bunch	Sycman, CA
–	BJ Chavez	Waskom, TX
–	Steven Chu	Columbia, MO
–	Alex Docauer	Germantown, TN
–	Scott Dickinsen	Augusta, WI
–	PJ Dortone	Broomall, PA
–	James Dreiss	Fredericksburg, VA
–	Brian Duda	Gardner, MA
–	Jan Earhart	Plantation, FL
–	Andrew Egerton	Ocean Springs, MS
–	Mark Emanuel	St Louis, MO
–	Chris Estes	Batesville, AR
–	F. Everett	Bronx, NY
–	Jason Gerol	Milwaukee, WI
–	Jason Greco	Branford, CT
–	Ryan Hutt	Apple Valley, CA
–	Jenoshua Hughes	Dowelltown, TN
–	Nick Ingram	Redmond, WA
–	Mike Javorsky	Creighton, NE
–	Jeff Jones	Glenshaw, PA
–	Joe Johnson	New Castle, DE
–	Kyle Keller	Ronkonkoma, NY
–	Will Kimrey	Chattahoochee, FL
–	Dennis Kincheloe	Kansas City, MO
–	Ken Lam	Scarborough, ON
–	Nick Lamb	Huntington, WV
–	Brian Laughlin	Racine, WI
–	Bryan Mailloux	Truro, NS
–	Ray Merkler	Hopatcong, NJ
–	Rusty North	Ruckersville, VA

–	Craig Phillips	Cold Spring, MN
–	Andrei Povarov	San Jose, CA
–	Victor del Rosario	San Lorenzo, CA
–	John Robosky	N. Huntington, PA
–	Benjamin Rosen	Cherry Hill, NJ
–	Johnathan Shaw	Billings, MT
–	Anthony Tini	E. Stroudsburg, PA
–	Chris Toyzan	Marshall, MI
–	Jon Sakura	Albuquerque, NM
–	Kevin Seitz	Sun Prairie, WI
–	Jesse Swann	Gretna, LA
–	Job Stauffer	Pine Grove, PA
–	Brandon Sterner	Brunswick, OH
–	Michele Vargo	Allentown, PA
–	Wanda White	Charleston, WV
–	Steve, Brian & Adrian Zareno	Carson City, NV

100% Scores in World 5:

–	Paul Egolf	Sykesville, MD
–	Charlie Garrison	Chula Vista, CA
–	Manuel de Silva	Marshalltown, IA
–	Chris Toyzan	Marshall, MI
–	Wanda White	Charleston, WV

100% Scores in World 6:

–	Rex Nabong	Norfolk, VA
–	Stacey Rice	Portland, OR
–	Daniel Toir	Takoma Park, MD
–	Srini Varanasi	Dix Hills, NY
–	Daniel Williams	Soddy Daisy, TN
–	Daniel Wilson	Castle Rock, WA
–	James Workman	Charlottesville, VA
–	Adriel Alcazar	San Diego, CA

–	Nicholas Branham	Petersburg, WV
–	Michael Cowen	Live Oak, CA
–	Jonathan Day	Palatine, IL
–	Joseph Doheney	Bridgewater, MA
–	Jevin Dulak	Lake Oswego, OR
–	Patrick Ellerbroek	Valencia, CA
–	Jackson Ferrell	Maineville, OH
–	Billy Fox	Pittsburgh, PA
–	James Gakidis	Oakville, UT
–	Charlie Garrison	Chula Vista, CA
–	Steven Gavassis	Yonkers, NY
–	Joe Graham	Water, MI
–	Paul Gray	Moreauville, LA
–	John Jensen	Las Vegas, NV
–	The Karafotis Family	Wyandotte, MI
–	Kristopher Kauffman	Terre Haute, IN
–	Barbara Lee	Seal Beach, CA
–	Alex Long	Middletown, OH
–	Tom Lyman	Chicago, IL
–	Ray Merkler	Lake Hopatcong, NJ
–	Rusty Moyher	Sacramento, CA
–	Rex Nabong	Norfolk, VA
–	Stacey Rice	Portland, OR
–	Daniel Toir	Takoma Park, MD
–	Srini Varanasi	Dix Hills, NY
–	Daniel Williams	Soddy Daisy, TN
–	Daniel Wilson	Castle Rock, WA
–	James Workman	Charlottesville, VA

100% Scores in All Six Worlds:

–	Chris Aagaard	Wichita, KS
–	Jason Antoine	Reedsburg, WI
–	Ryan Barrett	Middletown, OH

–	Andrew Beckett	Sheboygan, WI
–	Brandyn Bonbrake	Lemoore, CA
–	Harry Brammer	Brookfield, WI
–	Brian Campbell	Lindale, TX
–	Jesse Chase	Battle Ground, WA
–	Samuel Cooper	Quebec City, PQ
–	Ryan Cunningham	Redmond, WA
–	Kai Dessecker	Strasburg, OH
–	Hal Dworkis	Bronx, NY
–	Ryan Fisher	Darien, WI
–	James Hague	Las Vegas, NV
–	Travis Harper	Redwood Valley, CA
–	Jason Hird	Fredericton, NB
–	Chris Hunter	Lucerne Valley, CA
–	Richie Johnson	Milpitas, CA
–	Josh Kaminsky	Hudson, OH
–	Israel Knight	Dove Creek, CO
–	Robert Landa	Miami, FL
–	Timmy Lee	Seaford, DE
–	Andy Long	Pasadena, TX
–	Nicholas Marston	Alma, MI
–	Rusty Moyher	Sacramento, CA
–	Vincent Niou	Palo Alto, CA
–	Brad Parrack	Riverside, CA
–	Brian Rechtsteiner	Cincinnati, OH
–	Sean Robbins	Albany, NY
–	Billy Rozell	Wynantskill, NY
–	Aaron Schnabel	Eugene, OR
–	David Sentz	Grafton, VA
–	Dustin Sikora	Massillon, OH
–	Galen Smith	Mt Morris, NY
–	Kenny Sundberg	Satellite Beach, FL
–	Paul Tremiti	Sparta, NJ

–	Bryan Wagner	Shavertown, PA
–	JJ Whisler	Gleneden Beach, OR
–	Eric Wu	Troy, MI
–	Rasheal Ahluwalia	Ucluelet, BC, Canada
–	Lynda Bailey	Richmond, BC, Canada
–	Jonathan Bashar	Albany, NY
–	Nick Behrens	Marietta, MN
–	Robert Borzychowski	Niagara on the Lake, ON, Canada
–	Kyle Broderick	Jenks, OK
–	Lenny Carlucci	Greenwich, CT
–	Mike Chmelka	Wahoo, NE
–	Brian Corado	Drexel Hill, PA
–	James Delgadillo	Eau Claire, WI
–	Barbara Dick	Miamisburg, OH
–	Andrew Ellis	Rochester Hills, MI
–	Lorianne Fulco	Brooklyn, NY
–	Joe Haley	Leominster, MA
–	John Hass	Portage, MI
–	Nick Hook	Decatur, IN
–	Ryan Hutt	Apple Valley, CA
–	Tim Johnson	Andersonville, TN
–	Patrick Knoedler	Saginaw, MN
–	Robert Kovach	N. Haven, CT
–	Eric Landram	Waynesboro, VA
–	Kyle Lemery	Hope, RI
–	Colin Lord	Atlanta, GA
–	Patrick Martin	Whiteman AFB, MO
–	Michael Napolitano	Revere, MA
–	Joey Nuss	San Diego, CA
–	Michael Perrucci	Perkasie, PA
–	Sandi & Rich Richardson	Poulsbo, WA
–	Virgilio Rodrigez, III	Orlando, FL

–	Kory Sanders	Laguna Niguel, CA
–	Eric Schrofe	Eau Claire, WI
–	Jason Shaffer	Tacoma, WA
–	Brandon Silver	Hedgesville, WV
–	Josh Sommers	Cottage Grove, MN
–	Timothy Swaim	Arlington, TX
–	Robert Uebele	Parkland, FL
–	Matthew Waldron	New York, NY
–	Daniel Williams	Soddy Daisy, TN
–	Mark Wuest	Lancaster, CA
–	Danny Zenisek	St Charles, IL
–	Kwok Yuen	League City, TX
–	Eric Aiken	Ft Wayne, IN
–	Ken Banks	Ridgecrest, CA
–	James Bauer	Tucson, AZ
–	Andrew Bilyk	Ava, MO
–	Adrian Botez	Madison, WI
–	Jeremiah Brewer	Delavan, IL
–	Jeremy Castellano	Oceanside, CA
–	Felix Cincotta	Feeding Hills, MA
–	Jim Cornwell	Williamsville, NY
–	Derek Denny	Belleville, MI
–	Andy Dietrich	Walker, MI
–	Aaron Faulkner	Greenwood, IN
–	Jason Gookins	Orlando, FL
–	Jeramy Hall	Reading, PA
–	Eli Havlicek	McLoud, OK
–	Ryan Hughes	Callao, VA
–	Richard Idell	Tyler, TX
–	Trevor Johnston	Jackson, MS
–	John Kemp	Omaha, NE
–	Andrew Kush	Highgate, VT
–	Paul Larkins	Ashburn, VA

–	Justin Lerner	Omaha, NE
–	Brenden MacDonald	Ucluelet, BC, Canada
–	Stephen Materkowski	Smock, PA
–	Alexandre Nguyen	St-Hubert, PQ
–	Derek Olson	Duluth, MN
–	Kurt Pulczinski	Greenbush, MN
–	Vinson Ridenour	Bellflower, CA
–	Brian Rogers	Macomb, IL
–	Joshua Santos	San Jose, CA
–	Justin Schultz	Ollie, IA
–	Brian Shoop	Cornwall, PA
–	Zachary Silvero	Newton, NJ
–	Kevin Souter	Buffalo, NY
–	David Taylor	Poway, CA
–	Eric Valdes	Miami, FL
–	Tyler Watson	Woodstock, ON, Canada
–	Nick Wilson	Oak Park, CA
–	Anthony Xavier	San Mateo, CA
–	David Zoland	San Jose, CA
–	Robert Alvarado, Jr	Huntington Station, NY
–	Drew Bannister	Clarkston, GA
–	Wesley Bear	Mohrsville, PA
–	Sandy Bolte	New Haven, MO
–	Matthew Boyle	Eau Clair, WI
–	Michael Cajigal	Miami, FL
–	Alexander Chang	Honolulu, HI
–	Ryan Clark	Kansas City, MO
–	Gregory Craft	Springfield, VA
–	Steven Derr	W. Newton, PA
–	Marc-Olivier Doyon	St-Julie, PQ
–	Marvin Flores	Hollywood, FL
–	Jonathan Gross	Farmingdale, NY
–	Warren & Avah Ham	Northridge, CA

–	Eric Heintz	Pittsford, NY
–	James Humphreys	Streamwood, IL
–	Lauren Janowitz	Albany, NY
–	Carlos Juarez	Victoria, BC, Canada
–	Stephen King, III	Suquamish, WA
–	Yuxi Lai	Dearborn, MI
–	Brian Laughlin	Racine, WI
–	James Ray Loewen	Isabella, OK
–	JoÉo MagalhÉes	Caldwell, NJ
–	Billy Miller	Tell City, IN
–	Josh Nickerson	Homer, LA
–	Megan Oswald	Allentown, PA
–	Jaime Ramirez	Othello, WA
–	Marjorie Rishel	Pittsburgh, PA
–	Eric Rogers	Berlin, CT
–	Steven Schelter	Macomb, MI
–	Jeff Schuth	Naperville, IL
–	Stephen Signor	Amarillo, TX
–	Ben Simpson	Cobourg, ON, Canada
–	Chris Spangler	New York, NY
–	Alvin Thalappillil	New Hyde Park, NY
–	Kevin Valdes	Miami, FL
–	Adam Welsh	St John's, NF, Canada
–	David Wonn	Gahanna, OH
–	Roger Yoshimura	Chino, CA
–	Mark Zuneska	Central Islip, NY

Zanac (NES)

99,999,990	Jeremy Robin Bacon	Glenville, GA
99,999,990	Scott Boyer	Duncannon, PA
99,999,990	Chris Garnett	Puyallup, WA
99,999,990	Shawn McCleskey	Jonesboro, AR
99,999,990	E. Kim & A. Nizamian	Rancho Palos Verdes, CA

99,999,990	Brian Peek	Schenectady, NY
99,999,990	Robert Plank	Gulf Breeze, FL
99,999,990	Mark Wortman	Springfield, MO
99,999,990	Andrew & Stewart Sari	Nesconset, NY
99,999,990	Jeff Phelps	Smithsburg, MD
94,781,080	Alex Fox	Federal Way, WA
51,750,100	Curtis Baker & Lary West	Kingston, TN
47,917,250	Brian Burke	S. Windsor, CT
19,386,390	Brian Waldo	Lancaster, CA
18,000,000	Brian Langford	Santa Ana, CA
17,552,000	Max Schmidt	Omaha, NE
16,721,450	Larry Curtis	Alexandria, OH
15,576,490	Shawn Wynn	Bronx, NY
13,252,000	Jerry Chang	Rego Park, NY
10,729,140	Ullyses Gines	Long Beach, CA
9,057,820	Joe Wuorinen	Trenton, MI
6,554,000	Robert Galli	Woodhaven, NY
2,966,800	Brooklyn, NY	–
1,918,450	Matt Patterson	Denver, CO
1,667,900	Dave Thomas	Oneont, NY
1,635,950	Ken Carlson	Park Ridge, IL

Zelda II: The Adventure of Link

Finished	Brian Wardell	Bellwood, IL
Finished	David Halpern	Short Hills, NJ
Finished	David Rosner & Corey Chiarelli	Point Pleasant, NJ
Finished	David Solomon	Seguin, TX
Finished	E. Dale Pegg	Claremore, OK
Finished	Eric Drake	Carson, CA
Finished	Ernest Allen	Gaithersburg, MD
Finished	Giulio Sciorio	Phoenix, AZ
Finished	J. Marinos	Brooklyn, NY
Finished	Jimmy White	Waldorf, MD

Finished	John Breeding	Oxford, MS
Finished	John Castoro	Elizabeth, NJ
Finished	John Halter	Islip, NY
Finished	Jonathan Costanzo	Taylor, MI
Finished	Marc Frazier	Pocatello, ID
Finished	Marc Terry	Columbia, MS
Finished	Matt Rohr	Ofallon, IL
Finished	Randy Nakamura	Clearwater, FL
Finished	Richard Mills	Manasquan, NJ

Zombies Ate my Neighbors (Super NES)

9,059,830	Chris Tang	Sunnyvale, CA
1,111,110	J. Donoghue & Will Tucker	Panama City, FL
694,434	Nick Sendelbach	Tempe, AZ
606,160	Jason Ravera	Baltimore, MD
519,134	Luke Rogers	Portland, OR
270,635	Casey Foster	Bothell, WA
255,984	Drew Hibbard	Quincy, IL
246,134	Eric Ridgeway	Oak Forest, IL
229,295	Eric Stuecheli	Overland Park, KS
203,835	Nick DeNova	Paterson, NJ
189,610	Tim Buisker	Freeport, IL
141,490	Brett Greenfield	Wheaton, MD
120,125	Roy Miller	Littlerock, CA
110,655	David Abramowitz	New York, NY
110,520	Brian Seide	Briarcliff Manor, NY

Zoop (Super NES)

51,100	Pete Rocha	Freehold, NJ

Odyssey 2:

Attack of the Timelord!

2,076	C. Dobbelaar	Holland
409	Pete Rocha	Freehold, NJ

Bowling!

189	James Carter	Lakeland, FL
119	C. Dobbelaar	Holland
95	Pete Rocha	Freehold, NJ

Freedom Fighter!

142	James Carter	Lakeland, FL
52	Pete Rocha	Freehold, NJ

K.C. Munchkin!

285	James Carter	Lakeland, FL
262	Pete Rocha	Freehold, NJ

Pick Axe Pete!

1312	Bill Glaholt	Sacramento, CA

UFO!

1627	Bill Glaholt	Sacramento, CA

Sega:

Master System:

After Burner

13,572,900	Christopher Sims	–
9,704,000	Jeff Yonan	–

Alien Syndrome

804,500	Gram Crowe	–

Altered Beast

472,000	Peter Maksym	–
234,400	Alex Stamos	–
22,900	Brian Sanderson	–

Astro Warrior

655,900	Gerlad E. Shepard, Jr.	–

Black Belt

9,971,700	John Polizzi	–
999,900	Rob Steigmann	–

Choplifter!

76,500	James Carter	Lakeland, FL

Cloud Master

502,700	Tim Price	–

Double Dragon

3,456,930	Reginald Stewart	–
627,000	Todd Feller	–
610,370	Brian Gedrault	–
357,580	Joshua McClintock	–

Gangster Town

194,720	Andrew Frick	–

Global Defense

32,670	James Carter	Lakeland, FL

Missile Defense 3-D

659,000	Joe Tadder	–
637,000	Mark Rezapanski	Seattle, WA

Moonwalker

21,020	Vince Tennant	–

Ninja, The

1,924,650	Vince Tennant	–
64,300	James Carter	Lakeland, FL

Out Run

55,626,340	Dan Lee	–
48,442,140	Michael J. Andrus	–

Power Strike

4,657,250	Thomas Dreiss	–

Pro Wrestling

996,400	Vince Tennant	–

Rambo

1,445,900	Ovidio Marina	–

Rampage

998,155	Christopher Sims	–
942,735	Vijay Parthban	–
795,460	Gerald Breheny	–
744,865	Max Rockafellow	–

Rastan

31,139,300	Christopher Sims	–
322,790	George Sun	–

R-Type

1,128,500	Brian Gaudreault	–
1,016,300	Brent Gustafson	–

Safari Hunt

1,533,500	Ric Elias	–

Shinobi

1,165,750	Todd Bustillo	–
940,100	Brian Herrmann	–

Space Harrier

18,517,740	DeAngelo Price	–
7,266,990	Bill Day	–

Space Harrier 3-D

35,257,970	Dan Lee	–

Thunderblade

3,054,000	Bob McGuire	–
2,701,000	Thilmany Alexandre	–

Time Soldiers

7,437,700	Rob Siegmann	–

Transbot

66,666,660	Alex Kidd	–
66,000	James Carter	Lakeland, FL

Vigilante

12,900	Jim Allee	Milwaukee, WI

Wanted

180,700	Jacoby Lucien	–

Wonder Boy in Monster Land

2,304,500	Dominic Gagnon	–

Zaxxon

411,000	Andre St. Laurent	–

Zillion II

109,400	Nagus Kendziora	–

Sega Genesis:

After Burner 2

30,213,110	Dan Lee	–
23,550,010	James Bryat	–
21,946,300	Corey Miller	–
12,644,000	Abdul Rajini	–

Altered Beast

4,682,500	Lee Venteicher	Sheldon, IA
1,109,700	Geoffrey Erickson	–
69,700	Steve Ryno	–

Air Driver

78,023,000	Steve Swetz	–
77,077,000	Scott Wimpari	–
21,946,300	Corey Miller	–

Batman

1,804,400	Richard Sauther	–
1,342,200	Christopher Sims	–
933,600	Todd Bustillo	–

Buster Douglas

23,554,640	Richard Sauther	–
22,250,080	Shea Lamb	–

Castle of Illusion

29,218,800	John Stukey	–

Castlevania Bloodlines

35,040	Pete Rocha	Freehold, NJ

Championship Bowling

Diff: Normal

Variable Lanes:

202	Pete Rocha	Freehold, NJ

Cobra Command – CD Rom

242,400	Shawn Sackenheim	–

Columns

99,999,989	Keith Danforth	–

Curse

10,560,300	Jeff Yonan	–

Desert Strike

2,721,500	Tony Constantini	–

Dinoland

281,500	Pete Rocha	Freehold, NJ

Flicky

93,400	Pete Rocha	Freehold, NJ

Forgotten Worlds

1,694,100	Tony DeSilvy	–

Gaires

15,610	Pete Rocha	Freehold, NJ

Galares

1,791,041	Jim Hakola	–

Ghostbusters

19,362,000	Kurt Schaal	–
12,371,000	Parrish Spinoso	–

Ghouls & Ghosts

6,195,100	Richard Sauther	–
2,272,300	Rick Lico	–
1,965,300	Towie MacPherson	–
1,780,100	Steve Swetz	–
1,559,700	Glenn Stockwell	–
728,800	Jason Prince	–
610,900	Mike Long	Chicago, IL
566,300	Mark Snider	Portland, OR
519,800	Chuck Miller	–
509,300	Alan Norton	San Francisco, CA
498,500	Steve Harris	–
448,600	Mike Cavanaugh	St Louis, MO

Golden Axe

Finished	Justin Cornette	–

Gunstar Heroes

203,800	Pete Rocha	Freehold, NJ

Last Battle

62,000	Alden Low	–

Mega Turrican

51,780	Greg Troutman	Larkspur, CA

Moonwalker

3,614,300	Richard Sauther	–
3,365,400	Kin Yu	–

Musha

155,997,820	Teddy Meadows	–
1,372,910	Pete Rocha	Freehold, NJ

NHL '92

110 goals	Ted Goudie	Michigan, USA

NFL '95

125	Kyle Marier	Webster, MA

Out Run

23,202,000	Stephen Krogman	–
68,760	Pete Rocha	Freehold, NJ

Phelios

2,513,640	Tony Desilvey	–

Rambo 3

1,280,100	Tony DeSilvery	–

Revenge of Shinobi

12,537,800	Steve Swetz	–
6,029,800	Bradley Miksa	–
2,408,100	Tony DeSilvery	–
1,836,400	Lee Venteicher	Sheldon, IA
1,603,000	Johnny Sims	Washington, DC
1,598,900	Craig Sirponski	Sacramento, CA
1,127,100	Julie Jenkins	Lawrence, KS

Rolling Thunder 2

13,718,420	Richard Sauther	–
2,626,810	Curtis Clare	–
1,704,000	Mark Edge	–
1,681,140	Buzz Morgan	–
1,582,380	Scott Jenkins	–
1,546,420	Craig Talcott	–

Rolling Thunder 3

6,900	Pete Rocha	Freehold, NJ

Shadow Dancer

1,114,100	Tony DeSilvey	–

Sol-Deace

744,646	Steve Vargas	–

Sonic & Knuckles

100,350	Mike Condon	Newburgh, IN
20,100	Matthieu Tourenne	Putt Putt Golf; Fairfield, IA (4/20/97)
12,700	Steven Harris	Putt Putt Golf; Fairfield, IA (4/20/97)
12,280	Randy Roe	Putt Putt Golf; Fairfield, IA (4/20/97)
8,300	Andrew Gallagher	Putt Putt Golf; Fairfield, IA (4/20/97)
5,690	Mike Hans-Price	Putt Putt Golf; Fairfield, IA (4/20/97)
3,300	Taben Winter	Putt Putt Golf; Fairfield, IA (4/20/97)
2,020	Michael Macey	Putt Putt Golf; Fairfield, IA (4/20/97)

Sonic the Hedghog

9,999,990	Brian Herrmann	–
9,999,990	Kathy Lau	–
9,999,990	Danny Tewell	–
9,999,990	Heath Stevens	–
9,999,990	Corey Marsh	–
9,999,990	Justin Mullins	–

Sonic the Hedghog 2

245,090	Mike Condon	Newburgh, IN

Space Harrier 2

30,721,000	Lee Venteicher	–
24,994,900	Jeff Yonan	–
14,301,000	Steve Ryno	Lisle, IL

Space Harrier 3-D

40,888,900	David Flores	–

Stormlord

3,999,960	David Mulvany	–

Streets of Rage

999,990	Jamison Scott	–

Strider

327,550	Jason Walinske	–

Target Earth

79,172,540	Randy Lewis	–
39,818,439	Eric John	–

Tazmania

99,999,990	Mark Fikaris	–
95,076,400	Randall Norman	–
45,350,100	Dean Rigdon	–
37,087,580	David Jellum	–
15,196,710	Jeff Jimmerson	–

Thunder Force 2

3,085,430	Dean Zink	–
1,873,100	Rob Siegmann	–

Thunder Force 3

7,961,680	John Dekker	–

6,222,600	Jeff Yonan	Fremont, CA
5,397,300	Martin Alessi	–

Toe Jam & Earl

999	Richard Sauther	–

Trampoline Terror

27,900	Pete Rocha	Freehold, NJ

Truxton

3,331,050	Tony DeSilvey	–

Turtles

9,935	Todd Meiczinger	–

Wolfchild

72,900	Greg Troutman	Larkspur, CA

Zombies Ate my Neighbors

29,030	Greg Troutman	Larkspur, CA

Sega CD:

Final Fight CD

1,645,154	Nathan Holt	–

Keio Flying Squadron

8,500	Pete Rocha	Freehold, NJ

Time Gal

1,493,000	Adam Dubicki	–

Sega 32X/32X-CD:

Doom (id Software)

Level 16	Sam Hartmann	Newburgh, IN

Knuckles Chaotix

356,000	Sam Hartmann	Newburgh, IN

Zaxxon Mother Base

28,450	Greg Troutman	Larkspur, CA

Sega Saturn:

Area 51

151,319	Andrew Gallagher	Fairfield, IA

Clockwork Knight

129,790	Greg Troutman	Larkspur, CA

Daytona

Best Lap Time:

Beginner:

15:94	Dan John	Australia
17:89	Shawn Charleston	Fairfield, IA
18:46	Andrew Gallagher	Fairfield, IA

Advanced:

41:95	Luke	Australia
47:91	Charleston	–
50:26	Andrew Gallagher	Fairfield, IA

Expert:

1:32.75	Jesse Mills	Australia
1:45.49	Shawn Charlestein	Fairfield, IA
1:49.55	Andrew Gallagher	Fairfield, IA

Best Overall Time:

Beginner:

2:17.28	Jesse Mills	Australia

2:27.33	Shawn Charleston	Fairfield, IA
2:30.58	Pete Rocha	Freehold, NJ
2:33.47	Andrew Gallagher	Fairfield, IA

Advanced:

2:58.47	Jesse Mills	Australia
3:21.93	Shawn Charleston	Fairfield, IA
3:25.14	Andrew Gallagher	Fairfield, IA

Expert:

3:11.88	Jesse Mills	Australia
3:38.29	Shawn Charleston	Fairfield, IA
3:42.20	Andrew Gallagher	Fairfield, IA

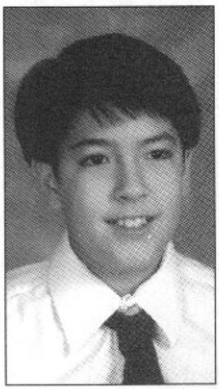
Digital Pinball/Last Gladiators

Gladiators Table:

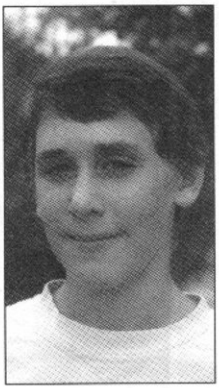
3,494,638,740	Glenn	Australia

Sega Rally

11 min	Nick Tsakonas M. Asias	Greece



Andrew Gallagher *(right)* and **Shawn Charleston** *(left)* are two of the top ***Sega Saturn Stars*** at Twin Galaxies. When a Portuguese Sega Saturn TV commercial was being filmed, Charleston was one of two finalists who vied for a four-week trip to Brazil. Unfortunately, the other player was chosen.



Sonic 3-D Blast

109,500	Matthieu Tourenne	Putt Putt Golf; Fairfield, IA (4/20/97)
78,100	Michael Hans-Price	Putt Putt Golf; Fairfield, IA (4/20/97)
53,800	Bruce Bennett	Putt Putt Golf; Fairfield, IA (4/20/97)
49,600	Gregory Gallagher	Putt Putt Golf; Fairfield, IA (4/20/97)
1,550	Steven Harris	Putt Putt Golf; Fairfield, IA (4/20/97)

Sega Rally

Desert:

50:65	Jesse Mills, Australia	

Forest:

1:13.45	Jesse Mills	Australia
2:32.78	Shawn Charleston	Fairfield, IA

Mountain:

1:07.47	Jesse Mills	Australia

Lake Side:

1:09.64	Pascal Vellet	Quebec City, Canada

Virtua Cop

3,029,800	Shawn Charleston	–
57,100	Pete Rocha	Freehold, NJ

Virtua Fighters 2

80 (Jacky)	Pascal Vellet	Quebec City, Canada
79 (Akira)	Paul Cappadona	Sydney, NSW, Australia
76 (Sarah)	Virtua Surfer	wencheng@ix.netcom.com
75 (Lion)	Pascal Vellet	Quebec City, Canada
63 (Wolf)	Edward	–

World Series Baseball

Longest Homerun:

541 (Barry Bonds)	Paul Cappadona	Sydney, NSW, Australia

Playstation by Sony:

Area 51

46,875	Andrew Gallagher	Putt Putt Golf; Fairfield, IA (4/20/97)
42,731	Anthony Felt	Putt Putt Golf; Fairfield, IA (4/20/97)
41,528	David Roe	Putt Putt Golf; Fairfield, IA (4/20/97)
33,309	Taben Winter	Putt Putt Golf; Fairfield, IA (4/20/97)
32,236	Chauncy Moulding	Putt Putt Golf; Fairfield, IA (4/20/97)
30,986	Oliver Armstrong	Putt Putt Golf; Fairfield, IA (4/20/97)
27,100	Steven Harris	Putt Putt Golf; Fairfield, IA (4/20/97)
18,507	Randy Roe	Putt Putt Golf; Fairfield, IA (4/20/97)

Battle Arena: Toshinden 2

7 wins	Oliver Armstrong	Putt Putt Golf; Fairfield, IA (4/20/97)

Bust-A-Move

Player vs. Computer (normal):

246,800	Pete Rocha	Freehold, NJ

Cool Boarders

10,140	Aaron Marsh	Christchurch, New Zealand

Cybersled

11,535	Russ Krook, III	Bemidji, MN

Descent

289,000	Greg Troutman	Larkspur, CA

Destruction Derby

Stock Car/Season/Rookie

81	Pete Rocha	Freehold, NJ

Destruction Derby 2

Division 2:

840	Chris Burgio	Greensboro, NC

Division 3:

790	Chris Burgio	Greensboro, NC

Formula 1

Note: All times completed in Grand Prix mode, either in practice, qualifying or race conditions. No boost or driver assists, tire wear and damage off. Any driver can be chosen and any level of difficulty is accepted. (See the Acknowledgements for the source of these scores.)

The Best Lap Times:

Country	Time	Driver	Hometown
Brazil	1:11.286	Koen D'Huyetter	Belgium
Brazil	1:11.324	Pierfrancesco Zanch	Italy
Brazil	1:14.263	Lars Winkler	–

Brazil	1:19.771	Markus Daberkow	Germany
Argentina	1:19.525	Jack Hall	Belgium
Argentina	1:25.904	Viliam Glazduri	Canada
Portugal	1:20.866	Simon Clement	Canada
Portugal	1:21.965	Terry Lee Thompson	USA
Portugal	1:21.965	Grandmaster	Finland
Belgium	1:50.751	Koen D'Huyetter	Belgium
Belgium	1:53.440	Jack Hall	Belgium
Belgium	1:57.811	Tom Laakso	Finland
Europe	1:22.183	Koen D'Huyetter	Belgium
Europe	1:22.889	Ryan Davis	Canada
Spain	1:23.699	Simon Clement	Canada
Spain	1:25.332	Terry Lee Thompson	USA
Spain	1:26.438	Viliam Glazduri	Canada
Italy	1:20.618	Koen D'Huyetter	Belgium
Italy	1:23.651	Ryan Davis	Canada
Italy	1:27.075	Peter Craig	–
Monaco	1:14.779	Koen D'Huyetter	Belgium
Monaco	1:16.272	Gavin Richardson	UK
Monaco	1:18.776	David Primier	Canada
Germany	1:34.136	Koen D'Huyetter	Belgium
Germany	1:36.485	Jack Hall	Belgium
Germany	1:37.053	Gert Claeskens	Belgium
Great Britain	1:25.781	Koen D'Huyetter	Belgium
San Marino	1:25.920	Jack Hall	Belgium
San Marino	1:29.282	Peter Craig	–
San Marino	1:30.165	Hakuei Kim	Australia
Hungary	1:14.423	Simon Clement	Canada
Hungary	1:16.234	Gary Murphy	USA
Hungary	1:16.553	Peter Craig	–
Canada	1:26.082	Koen D'Huyetter	Belgium
Canada	1:29.312	Gary Murphy	USA
Canada	1:30.708	Stephen Poisson	Canada

Pacific	1:12.535	Simon Clement	Canada
Pacific	1:15.486	Peter Craig	–
France	1:14.861	Koen D'Huyetter	Belgium
France	1:20.465	Viliam Glazduri	Canada
France	1:20.478	Terry Lee Thompson	USA
Japan	1:44.495	Koen D'Huyetter	Belgium
Japan	1:45.433	Ryan Davis	Canada
Japan	1:47.130	Viliam Glazduri	Canada
Australia	1:11.902	Bruno Pascuzzi	Australia
Australia	1:14.822	Pasene Faifua	New Zealand
Australia	1:14.822	Tom Laakso	Finland
Bonus Track	1:16.293	Tom Laakso	Finland

Motor Toon GP (Time Attack/Toon Island II)

2:41.011	Pete Rocha	Freehold, NJ

NHL Face-Off

Goals in 1 Game:

43	Fedro Starr	Baltimore, MD

Score:

47-3	Chris Manley	Mabank, CT

Novastorm

89,995	Eric Dahl	Naches, WA

Porsche Challenge

Evil:

Completed	Simon Wilmer	Cheltenham, UK

Stutgart Short:

42.5	Danny Diplo	–

Pro Pinball

2,052,759,630	Mike Fink	–

Rage Racer

Championship Circuit:

2:12.938 (Completed)	Simon Wilmer	Cheltenham, UK

Ridge Racer (Sony Computer Entertainment)

T.T.:

3:741.862	Chris Burgio	Greensboro, NC

Soul Blade (Namco 1997)

Note: in case of a tie the person using the weaker weapon is ranked higher. (Character name is under the score; weapon is listed under each player's name.)

Survival Mode:

137 wins (Taki)	David Yruma (Spirit Blade 8)	USA
128 wins (Mitsurugi)	Louis Kim (Water Moon 5)	Canada
68 wins (Rock)	Howard Lee (Great Axe 8)	Canada
67 wins (Sophitia)	Wong Dai (Omega 1)	USA
47 wins (Mitsurugi)	Mark I. (Water Moon 5)	USA
45 wins (Taki)	Nightshade (Spirit Blade 8)	USA

42 wins (Rock)	Mark I. (Great Axe 8)	USA
21 wins (Rock)	JB (Great Axe 8)	USA
20 wins (Taki)	JB (Gaea 5)	USA
20 wins (Rock)	Ashton Szabo (Great Axe 8)	USA
8 wins	Oliver Armstrong	Putt Putt Golf; Fairfield, IA (4/20/97)

Time Attack Mode:

3:17.33 (Mitsurugi)	Louis Kim	Canada

Star Wars Dark Forces

Diff: hard

Completed	Simon Wilmer	Cheltenham, UK

Star Wars Rebel Assault II

51,381	Chris Burgio	Greensboro, NC

Tekken 2

3:11 (Paul)	Andrzej Borowski	–

Track & Field (Konami)

100 Meters:

8.37	Tim Reed	–

Long Jump:

9.13	Tim Reed	–

Shot Put:

25.07	Tim Reed	–

100-m Freestyle:

49.12	James Kenney	–

110-m Hurdles:

12.39	Tim Reed	–

High Jump:

2.28	Jackie Kenney	–

Hammer:

92.90	Tim Reed	–

Triple Jump:

18.38	Tim Reed	–

Javelin:

100.50	James Kenney	–

Pole Vault:

5.60	James Kenney	–

Discus:

73.78	Bridget Cleal	–

Total Score:

12,925	Tim Reed	–

Twisted Metal

Diff: easy (self-timed)

Arena:

1:29	Pete Rocha	Freehold, NJ

Warehouse:

2:59	Pete Rocha	Freehold, NJ

Freeway:

6:50	Pete Rocha	Freehold, NJ

River Park:

10:26	Pete Rocha	Freehold, NJ

Cyburbia:

20:58	Pete Rocha	Freehold, NJ

Rooftops:

2:21	Pete Rocha	Freehold, NJ

Minion:

2:56	Pete Rocha	Freehold, NJ

Turbo Grafx-16:

Air Zonk

30,332,430	Ryan Genno	–
18,416,050	Jimmy Reilly	–
16,454,160	Jeff Sampson	–
15,815,730	Ken Morello	–
12,279,350	Ted Andred	–

Alien Crush

999,999,900	Barry Bowman	–
125,914,800	Steve Ryno	–

Blazing Lasers

99,999,999	Marshall Kwok	–
99,999,900	Dale Scordino	–
35,623,970	Brian Shavez	–
23,457,020	Brandon Fish	–
13,330,700	Donn Nauert	Austin, TX
953,070	Pete Rocha	Freehold, NJ

Bloody Wolf

35,764,000	Rikky Graham	–
2,348,300	Ken Shulin	–
2,194,300	Conrad Cheslock	–

Bomberman

368,100	Pete Rocha	Freehold, NJ

Bonk's Adventure

999,499	Chris Nygaard	–
849,080	Jason Walinske	–
192,840	Martin Simpson	–
166,740	David Cleary	Cleveland, OH
143,000	Mark Eddies	Moscow, ID
109,330	Jack Anderson	Portland, OR
108,000	John Little	St Louis, MO

Chew Man Fu

95,900	Pete Rocha	Freehold, NJ

China Warriors

999,990	Berenger Fish	–
228,300	Scott Williams	–

Cyber Core

9,999,900	Josh Winter	–
9,999,999	Jim Hakola	–
239,100	Mason Samson	–

Devil's Crush

999,999,900	Jim Polak	–

Dragon Spirit

639,670	Randy Lewis	–
464,900	Steve Ports	–

Fantasy Zone

98,265,100	Brandon Fish	–

1,480,900	Mark Coppola	–

Fighting Street

1,590,900	Dennis Crowley	–
547,600	Sergio Stugar	–
444,500	Brandon Fish	–
49,500	Mike Lee	–

Galaga '90

1,504,140	Jeff Yonan	–
1,314,900	Steve Ryno	–
260,950	Pete Rocha	Freehold, NJ

J.J. & Jeff

10,175,650	Chris Camera	–

Keith Courage

Finished	Donn Nauert	Austin, TX

Klax

9,270,130	Mike Naruse	–
3,460,750	Jonathan Paleologos	–
274,990	Pete Rocha	Freehold, NJ
272,725	James Carter	Lakeland, FL

Legendary Axe

30,068,300	Ronald Winson	
4,246,450	Brandon Fish	–
598,300	Steve Ryno	Lisle, IL

Legend of Hero Tonma

17,400	Pete Rocha	Freehold, NJ

Monster Lair

561,090	Paul Cinker	–
304,900	Mike Lee	–
389,920	Terrence Micharoni	–
378,600	Mark Discordia	–

Ninja Spirit

99,999,900	Mike Curran	–
64,817,300	Jason Wong	–

Pac Land

2,641,810	Daniel Delavera	–

Parasol Stars

83,062,560	Justin Haworth	–
1,602,710	Pete Rocha	Freehold, NJ

R-Type

999,800	Chris Nygaard	–
169,080	James Carter	Lakeland, FL
77,900	Pete Rocha	Freehold, NJ

Side Arms

6,396,400	Jim Hakola	–
3,848,600	Mark Doscordia	–
211,000	Brian Allen	–
169,080	James Carter	Lakeland, FL

Splatterhouse

99,999,900	Chris Nygaard	–

Super Star Soldier

13,442,900	Jeff Yonan	–

Tiger Road

25,680	Pete Rocha	Freehold, NJ

Veigues

9,788,300	Michael Campana	–

Victory Run

18: 00.13	Stephen Shelton	–
18:44.15	Jerry Tischler	–

Vigilante

14,500	Steve Ryno	Lisle, IL
14,000	Simon Harling	–

Vectrex:

Armor Attack

130,800	James Carter	Lakeland, FL

Bedlam

16,200	James Carter	Lakeland, FL
12,925	Pete Rocha	Freehold, NJ

Berzerk

7,610	James Carter	Lakeland, FL
7,590	Pete Rocha	Freehold, NJ

Clean Sweep

28,510	James Carter	Lakeland, FL
27,490	Pete Rocha	Freehold, NJ

Cosmic Chasm

27,385	Mike Spudman	–
16,120	James Carter	Lakeland, FL

Fortress of Narzod

11,830	James Carter	Lakeland, FL
8,190	J. Hasenbuhler	New Orleans, LA

Hyperchase

139.5	James Carter	Lakeland, FL

Minestorm

1,700,000	David W. Davies	–
171,395	Sami Reijonen	Espoo, Finland
77,130	Greg Troutman	Larkspur, CA

Pole Position

35,450	James Carter	Lakeland, FL

Scramble

46,800	Mike Spudman	–
39,320	Chris Starling	Rolla, MO
32,600	James Carter	Lakeland, FL

Solar Quest

155,900	James Carter	Lakeland, FL
134,250	J. Hasenbuhler	New Orleans, LA

Space Wars

Game 1:

10-0	James Carter	Lakeland, FL

Game 4:

10-1	James Carter	Lakeland, FL

Spike

16,800	James Carter	Lakeland, FL

Star Castle

32,750	James Carter	Lakeland, FL

26,460	Mike Spudman	–
17,440	J. Hasenbuhler	New Orleans, LA

Star Hawk

45,200	James Carter	Lakeland, FL
42,300	J. Hasenbuhler	New Orleans, LA

Star Trek

51,100	James Carter	Lakeland, FL

Vector Vaders

5,780	Mike Etler	Howell, NJ
3,760	Mike Spudman	–

Web Wars

28,601	James Carter	Lakeland, FL

Part III:

How to Get in the Twin Galaxies' Official Video Game & Pinball Book of World Records

How to Get in the Next Edition of this Book

Do you remember reading about the 1889 Oklahoma Land Rush when you were in school? As you'll recall, thousands of pioneers lined up on the Oklahoma border one morning and, at the sound of a gunshot, raced across the state line to claim a plot of land as their own.

Today, video game and pinball players are lining up to send in their scores to Twin Galaxies in hopes of claiming high score laurels on games that were not included in this edition of the *Official Video Game & Pinball Book of World Records*. To get in the next edition you don't even have to beat the records that are already in this edition – just pick a game title that is missing and send in your verified scores. You could become the first to enter the record book on that game title.

Send Your Scores Directly to Twin Galaxies:

Though many scores in this edition were obtained from independent scoreboards published on the Internet or in magazines, you must send your score forms and photographs directly to Twin Galaxies in order to be considered for the next edition of this book. Though we hope you will continue sending

your scores to all the other scoreboards, Twin Galaxies needs to conduct a first-hand examination of your proof. As you'll learn, Twin Galaxies scrutinizes scores more closely and demands more proof before a score is accepted. This in-depth evaluation allows us to maintain stricter control over the verification process on scores we publish.

The only exceptions to this requirement are scores generated by the different contests listed in the next few pages. Twin Galaxies has reviewed the score keeping procedures followed by these select contests and will accept the scores submitted from these events without any proof required from the individual players. This means that the responsibility of submitting the scores rests solely in the hands of the tournament organizers.

When You are Ready to Send in Your Score:

If your score was not achieved at any of the events listed in this section of the book, then you are faced with the responsibility of submitting the score to Twin Galaxies yourself.

Please review "Part I: The Rules" and you'll see that every score must be submitted on a submission form. And, every score must include a photograph of the final score. In the case of games played in public places like arcades, there must also be two signed witnesses and the technician's signature. If any of these items are missing, processing your score will be greatly slowed down. The submission form at the end

of this section can be used or you can submit your score on-line at: **http://www.twingalaxies.com**. But remember, your photograph still has to be sent in by mail.

Having the Arcade Witness Your Scores:

In case there are any difficulties in getting your submission form filled out by the arcade personnel, show them this book and have them read the following letter.

A Letter to Your Arcade Manager:

Dear Arcade Management,

This player believes that he or she can attain a world-level score on this game. In order for the high score to be accepted for publication in the next edition of this book, you must participate in the verification process.

> *First, you must verify that the game is set on the required difficulty settings listed in the scores section of this book* (Part II: The Scores). *If you find that the game in question is not listed in this edition, go to the Twin Galaxies web site on the internet (**www.twingalaxies.com**) and look in the area called "Difficulty Settings." If the settings you need are not listed there, please contact Walter Day at Twin Galaxies by calling **(515) 472-3882**.*
>
> *Second, you must agree to assign a qualified member of your staff to watch the game and log the end score. The player is also required to arrange to have two*

further people on hand to act as witnesses of record for the paperwork.

Third, you – or the technician – must sign the verification form photocopied from this book and fill out the boxes pertaining to your location.

Finally, expect Twin Galaxies to call if there are any further questions.

In return for this participation, your arcade will be listed as the site where a world record was achieved. However, publication of only the top ten scores on each game are guaranteed.

If your arcade would like to turn this high-score attempt into a promotion, Twin Galaxies can contact your local media and make this a major event. Contact Walter Day at Twin Galaxies at ***(515) 472-3882*** *for details.*

Thank you,
Twin Galaxies Intergalactic Scoreboard

Official Submission Form for High Scores:

You can make an enlarged photocopy of the submission form on the next page and use it to send in your high scores. Mail the form, along with a photograph, to Walter Day at the address shown on the bottom of the form. You can also submit your score via the internet by going to the Twin Galaxies web site (**www.twingalixies.com**).

OFFICIAL SUBMISSION FORM FOR HIGH SCORES

MAKE COPIES OF THIS FORM AND FILL OUT THE COPIES

(Please save a copy of this blank form so you won't have to request another form.)

Player Information

First Name	Last Name	Date of Birth M____D____Y____

Street Address	City	State	Zip

Phone	FAX	E-mail

Location Information

Name of Arcade, FEC, or Public Venue	Street Address	City

State	Zip	Phone	FAX	E-mail

Game Information (only one score per form-check box below)

Score	Title of Game	Check if Arcade	Check if Pinball	Check if Network	Check if PC	Name of HomeGame System

Name of Character	Starting Units	Bonus Units	Difficulty Level	Technician's Signature Verifying the Settings are TGTS

2 Witness' signatures are required or this submission won't be accepted

Signature of Witness #1		Signature of Witness #2	
Date	Email:	Date	Email:
	Phone		Phone

We, the above-signed witnesses, verify that we watched the player play the game and we have enclosed a photograph of the final screen displaying the score. The game was set on Twin Galaxies Tournament Settings (TGTS). We expect the scoreboard to call us for reverification.

Player's Agreement

According to scoreboard rules, my score can be challenged by another player who has just cause to believe that my score is not correct or that the settings were not TGTS. The challenger must be a contender on this same game. If challenged, I agree to replay my game in my own town in front of witnesses approved by the Twin Galaxies Intergalactic Scoreboard. If I refuse to replay my game, I understand that Twin Galaxies has the right to remove my score from the record book. The replay must be completed within one year. Or, to be published, it must be replayed in time for the deadline of the next edition of Twin Galaxies' Video Game & Pinball Book of World Records or the score may be deleted from the book. I understand that I am welcome to unlimited attempts at replaying before the book deadline. I sign this form with the understanding that my score can be challenged only one time and accept this condition. Go to: **www.twingalaxies.com** for more information or to submit online.

Signature of Player	Date	Signature of Legal Guardian, if player not 18	Date

Mail To: **Twin Galaxies Intergalactic Scoreboard**

600 North Third Street • Fairfield, IA 52556 (515) 472-5882 • e-mail: score@twingalaxies.com

A Calendar of Contests that will Get You in this Book

By special arrangement, the Twin Galaxies staff can come to your location to officiate your tournament. This would guarantee that the scores would qualify for entry into the "Twin Galaxies' Official Video Game & Pinball Book of World Records."

High scores attained during the following contests are currently accepted by the Twin Galaxies Intergalactic Scoreboard for inclusion in this book. The difficulty settings used during these events are approved by Twin Galaxies. Event promoters who would like to have their tournaments considered for inclusion in this calendar should contact Walter Day at Twin Galaxies at **(515) 472-3882** or go to **http://www.twingalaxies.com**. The events on the following pages are listed in alphabetical order and cover 1998 and onward.

Ambrosia Annual Tournaments

This contest is conducted year round on numerous Macintosh games – *Bubble Trouble, Barrack, Apeiron, Maelstrom, Swoop* – with final standings submitted to Twin Galaxies in time for this book's annual deadline.

address: Ambrosia Software
P.O. Box 23140
Rochester, NY 14692
phone: ***(716) 325-1910***
email: *help@ambrosiaSW.com*
webpage: **http://www.ambrosiasw.com/**

Electronicon
A Celebration of the Past, Present and Future of Video Gaming
June, 1998 (and every June) – Philadelphia, PA

Electronicon is a weekend-long classic video game fan convention scheduled for every June in Philadelphia, PA. This event is considered the first stop on Twin Galaxies annual calendar of contests that are authorized to get you in this book. This contest primarily features older home game systems like Atari 2600, Colecovision, Intellivison and SNES.

contact: **Scott Crawford**
phone: ***(732) 290-3190***
email: *electronicon@hotmail.com*
webpage: **http://www.earthlink.net/~sdcrawford/econ/index.html**

The Third European Pinball Championship, 1997

Maastrict/Valkenburg, Netherland
November 1 & 2 (Saturday & Sunday), 1997
(and every November)

Netherland won the team competition in 1996 and offered to host the **Third European Pinball Championship** in Maastricht which is located in the most southern part of the country near the Belgium and German border. Twin Galaxies will publish all scores achieved during the event which follow TGTS rules.

address: Plenkertstraat 62
6301 GN Valkenburg (L) Netherlands
phone: *0032-43-6010188*
fax: *0032-43-6010342*
email: *d1mag@dtek.chalmers.se*
webpage: **http://www.dtek.chalmers.se/~d1mag/EPC/97/index.html**

Pinball Expo '97

The 13th Annual International Pinball Extravaganza
Ramada O'Hare, Rosemont, IL
November 13 – 16, 1997 (and every November)

Every year there are three Flip-Out Tournaments that offer competitive play on games from the '50s and '60s, as well as the latest games. Twin Galaxies will publish the high scores achieved during these tournaments.

For general information on this year's **Pinball Expo**, Flip Out Tournament or advertising in the Souvenir Program, please contact:

name: Robert Berk, Expo Chairman
address: Pinball Expo Headquarters
2671 Youngstown Rd., S.E.
Warren, OH 44484
phone: ***(330) 369-1192*** or
(800) 323-3547 (USA only)
fax: ***(330) 369-6279***

For **Pinball Expo** exhibit information, please contact:

name: Mike Pacak
phone: ***(330) 755-9574***
webpage: **http://www.itouch.net/~radar/pinball.html#FLIPOUT**

Professional & Amateur Pinball Association

The Professional & Amateur Pinball Association (PAPA) promotes pinball tournaments whose results are recognized by this book. Based in New York City, **PAPA's** annual pinball contest is considered the World Championships by the top players in the world. To follow the 1998-1999 PAPA schedule, please contact:

name: Steve Epstein
phone: ***(212) 247-3725***
webpage: **http://www.glue.umd.edu/~dstewart/pinball/PAPA/**

StarPlay PC Pinball Tournaments

This contest is conducted year round on numerous PC Pinball Simulators (including *Crystal Caliburn* and *Loony Labyrnth*) with final standings submitted to Twin Galaxies in time for this book's annual deadline. Contact:

address: StarPlay Productions, Inc.
1200 28th St., Suite 201
Boulder, CO 80303
phone: ***(800) 203-2503*** or
(303) 447-9562
email: *webmaster@starplay.com*
webpage: **http://www.starplay.com/**

Twin Galaxies:
1. Coronation Day

Every January or February
(Locations and Dates TBA)

The **Player-of-the-Year World Championship** conducted on arcade video games, home game systems and arcade pinball.

2. Video Game & Pinball Masters Tournament

May 30-31, 1998

Since 1983, this high score contest has been conducted on over 100 arcade and home game titles held simultaneously in dozens of locations around the world.

3. *Fundraisers for School Systems*

Cities interested in raising money for their school system should contact **Twin Galaxies** about our free School Tournament Program that is designed to raise money for your school.

4. *Video Game Classic Tournament*

Many-times-per-year event held in different cities promoting high score attempts on pre-1985 titles.

5. *Arcade Emulators World Championship*

Once-per-year event held over a three-month span as scores are submitted via email on MAME-based arcade emulators.

Information for the preceding five events can be found by contacting:

address: Twin Galaxies Intergalactic Scoreboard
600 N. Third St.
Fairfield, IA 52556
phone: *(515) 472-3882*
email: *score@twingalaxies.com*
webpage: **http://www.twingalaxies.com**

VIDEOTOPIA
THE EXHIBIT OF THE TRUE HISTORY OF VIDEOGAMES

A national traveling museum exhibit chronicling the history of mankind's first interactive media: the video game. **Videotopia** has nearly 100 original arcade games on display that, upon request, can be set on the Twin Galaxies Tournament Settings (TGTS). The staff of **Videotopia** will monitor your scores and submit them to Twin Galaxies for inclusion in the next edition of this book.

Videotopia was at The Franklin Institute Science Museum in Philadelphia, PA, from June 20 to September 9, 1997, and will be at other museums and venues throughout the U.S. and Canada during its three year tour. Future locations and dates will be posted as soon as they are confirmed. For more information on arranging a high score attempt at **Videotopia** – or to bring **Videotopia** to your own hometown – please contact:

name: Keith Feinstein, President
The Electronics Conservancy
phone: ***(908) 464-0316***

The 5th Annual Wild West Pinball Fest

Safari Resort Hotel and Convention Center
Scottsdale, AZ
May 1-3, 1998 (and every May)

The Wild West Pinball Fest is a national pinball convention featuring over 180 working games and unique Wild West tournaments with events like Pinball Rodeo, Tag Team Pinball and Flip-O-Rama. Twin Galaxies will be publishing the results of Flip-O-Rama or any other contest during the Fest that follows PAPA or TGTS difficulty settings.

name: Dan Franke
address: P.O. Box 12041
Scottsdale, AZ 85267
phone: ***(800) 433-PINS***
(602) 998-1202 (in Arizona)
email: *dangerd@primenet.com*
webpage: **http://www.wwpf.com**

The Pinball Fantasy '98

Riviera Hotel & Casino
2901 Las Vegas Blvd. S., Las Vegas, NV 89109
July 24-26, 1998 (and every July)

The Pinball Fantasy '98 show is a national pinball convention featuring a "Gameroom Collectibles Show." Nearly 175 working games are set on free play and high score contests are staged on numerous games. Twin Galaxies will be publishing the results of any contests conducted during **Fantasy '98** that follow PAPA or TGTS difficulty settings. For information, contact:

name: Herb Silvers
address: Pinball Fantasy '98
12602 Ventura Blvd.
Studio City, CA 91604
phone: ***(800) 761-2255***
(818) 761-2255 (in California)
web site: **http://www.fabfan.com**

Part IV:
Special Bonus Section

The Golden Age of Video Game Arcades

(How Twin Galaxies Became the Official Scorekeeper)

Part IV Contents:

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I The Golden Age of Video Game Arcades

Once upon a time, sixty-five million years ago, the world was ruled by video game arcades that devoured children's allowances and terrorized parents. But then one day, a twelve-mile-wide meteorite struck the Yucatan Peninsula, churning up so much dust that the sun was obliterated for years, precipitating a worldwide catastrophe that wiped out all the arcades.

Wait a minute. I've got my stories mixed up. Let me start again and see if I can get it right this time.

Once upon a time, *fifteen* years ago, the world was ruled by video game arcades that devoured children's allowances and terrorized parents. But then one day, all the parents came home with home game systems and the arcades became a forgotten memory.

In the ensuing catastrophe, the arcades faded from the face of the earth and the "Golden Age of Video Game Arcades" came to an end. Even Twin Galaxies, the "King of the Arcades," did not survive.

Now begins my story.

My name is Walter Day. I was a video game player during the golden age of video games. And like millions of other players, I became embroiled in a long campaign to prove my manhood by beating the machines. Fame, I was soon to realize, was one of the by-products of being a succesful player and wherever good players gathered, large crowds would form.

Even more than the quest for video game fame, for most players, the fun of playing in front of people was an intoxicating drama. I, too, succumbed to the lure of the games and jumped right in and joined the crowd without hesitation. I vowed that I would master one game and be the best in the

world on it and then become a show-off. In my mind, I fantasized that video game stardom would lead to success in show business – a side-benefit that promised a lot of rewards.

It would not be long before my quest to beat the games transformed itself into a zen-like odyssey. I hoped to achieve that rare state of mind that the best players described as "slipping into the zone" – a condition which found the player witnessing the game from a distance while immersed in an expanded state of consciousness.

So, as you can see, I started with very lofty goals. And I wasn't alone in my pursuit of transcendence, either; there were another 40 million players right behind me – also in love with the challenge the games offered. We all wanted to win and we all wanted to be heroes – and we loved the attention we got when we succeeded.

But, suddenly, I did something that the other 40 million players didn't do. I founded an arcade in Ottumwa, IA, and called it "Twin Galaxies." And somehow, through the miracle of sheer fate, it became the "world's most famous video game arcade," while I became the world's only "electronic games referee."

Upon opening the arcade, I stopped being just a player. Unhappily, my personal goal of mastering a video game was put on a back burner for five years. I didn't fulfill this desire until Twin Galaxies closed and I once again became just a player.

But, as I made my way down this road, I saw the sun rise and set on electronic game playing in a way that no other person in the world experienced. From my position at Twin Galaxies, I enjoyed an unusual vantage point from which I watched the golden age grow, blossom, and eventually fade.

My point of vision was not that of a remotely placed spectator, but one of an insider who played a first-hand role in the history of the years of 1981 to 1986. I was the "official scorekeeper" for the world of video game and pinball playing as well as the team captain for the U.S. National Video Game Team.

In this dual capacity, I saw the "Golden Age" run its course: beginning on January 18, 1982, and ending on January 5, 1986.

To explain why these dates are meaningful to video game historians, I must tell the story of the golden age as seen through the eyes of Twin Galaxies and the champion players who participated in its tournaments. In relating this tale, I hope I can both entertain and educate the reader with my observations on the "high score" phenomenon, which was the rocket fuel driving the golden age from 1982 to 1985.

Those of you who study video game history are probably wondering why I say that the golden age began on January 18, 1982, and ended on January 5, 1986. Today, newsgroups on the Internet are publishing articles about the golden age. No one can agree how to describe the golden age. They can't agree when it began, nor when it ended. What was it that made that era 'golden?' And how was it different from today's videogaming boom?

Contrary to popular belief, I feel that the benchmark features that elevated this age to "golden" status were not the games but the *players* and the *arcades*. Yes, the players – and how they dominated the games with high scores. The unprecedented level of excitement and enthusiasm that high score attempts brought to video game playing in the early '80s made this period a unique historical epoch, easily definable as "golden" by video game historians.

To extend my premise even further, I believe the final credit for the success of the golden age must be given to the arcades. Yes, the neighborhood arcades, which today have matured into the worldwide network of "Family Entertainment Centers."

To me, the golden age was the love affair between the public and its arcades. I believe the golden age should actually be called the "golden age *of video game arcades*." It was the public setting of players meeting and showing off their skills in front of crowds of witnesses that made the golden age special. It was the media, flocking to each high score attempt, anointing the champs and

bestowing temporary fame on anyone who could beat these new, intimidating creatures of coin-op.

So, I believe it was the public arcade that made all this possible. And it all began with a dramatic flourish on one single day.

The golden age began with *TIME* magazine's cover story on video games in the January 18, 1982, edition. *TIME* single-handedly launched the golden age. Everyone wanted to play the games. Doctors, lawyers, grandmothers and clergymen were found in arcades, pumping in quarters, squealing in delight. The number of arcades surged as the whole world stepped into the local video game emporium and made video game playing the number-one pastime.

People were proud when they achieved high scores. The media pursued video game stories with a passion. It was a love affair between the public and the media with the arcade as the battlefield. The high score champs were being crowned as the new athletes of the computer age.

And, by chance, Twin Galaxies was there to chronicle this cultural phenomenon from beginning to end. Twin Galaxies – founded in Ottumwa, IA – created the contests, maintained the records, enforced the rules and crowned the champions on video games. Twin Galaxies tried to promote pinball, too; but pinball was not well received by the general public in those days.

On any given day Twin Galaxies received phone calls from some foreign country – Ireland, Israel, South Africa, Japan, Mexico, Australia, Italy, or a dozen more countries – all seeking to verify high scores and receive expert guidance in judging their contests.

All around the world, arcades followed Twin Galaxies' recommendations and implemented the **Twin Galaxies Tournament Settings (TGTS)**, which were the required difficulty settings all games were played on. It is believed that Twin Galaxies was quoted by the media at least once every day somewhere in the world.

As the *Toronto Star* said in its March 27, 1983, report on Twin Galaxies: "Twin Galaxies Arcade is the font where video players worship." Twin Galaxies had become an informal embassy for all the players, representing their concerns and promoting their interests.

And in time, Twin Galaxies became more than a job for me. It became an experience. A very personal experience. It afforded me a very unique relationship with the golden age of arcades.

I was the person the radio shows in Ireland and Australia called when they needed to know if Gomez or Johnny had the new high score on *Pac-Man*. I was the person who decided if the third *Joust* chip was allowable in video game contests in Mexico. I was the person who stayed up all night to tell the media if a child made history by playing *Defender* for forty-five straight hours.

Unbelievable as it seems, just about every high score attempt and ensuing media onslaught in the world during the years 1982-1986 was handled by me personally. This is why the story of Twin Galaxies must be included in this first edition of *Twin Galaxies' Official Video Game & Pinball Book of World Records*. My opinions – and the players' opinions – on the golden age must be heard.

Along the way, I somehow became an assistant editor in charge of video game scores for the U.S. edition of the *Guinness Book of World Records*. So, I believe its safe to say that I experienced the video game phenomenon of the early '80s more intimately than most people. Few people in the world were in a position as strategic as mine to see how immense the "high score"phenomenon had become.

In this story, I will describe the day that the golden age finally ended. To see if you agree with my opinion that January 5, 1986, is the end date for the golden age, you'll have to read the story.

Essentially, the golden age lasted until the kids stayed home and found their Nintendo Entertainment Systems under the

Christmas tree. High scores became a thing of the past as video game playing became a solitary avocation, practiced in the solitude of the bedroom or family den.

The arcades slowly closed. Though the number of players continued to grow, the arcade became a rare item in today's world. Less than 1% of the arcades listed in Twin Galaxies' original database are still in existence. They've vanished, like rollerskating rinks in small towns.

I conclude this first section by emphasizing again that the golden age should actually be called the "golden age of video game arcades." This is my final verdict after reviewing everything I have gone through as the keeper of scores.

By taking on the responsibilities of maintaining the official scoreboard, Twin Galaxies became an integral part of the forces of those times. I was merely an actor who went along for the ride, watching society grapple with the glories and dangers of their newest creation. Since Twin Galaxies plays such a significant role in the story of the golden age of video game arcades, it may be that Twin Galaxies and the golden age have become so interconnected that they can never be separated.

As a Special Bonus Section for the first edition of this record book, the final two hundred pages of this book are devoted to the story of the "Golden Age of Video Game Arcades" and the players who participated in it. Maybe this book can launch another golden age of electronic gaming, just like *TIME* magazine did so long ago.

II Twin Galaxies

"Once upon a time, we were just an arcade."
The Arkansas Gazette
(February 20, 1983)

Twin Galaxies' ascent into fame was steep. It was not yet one year old when *LIFE* magazine arrived to immortalize Ottumwa, IA, (its hometown) as the "video game capital of the world."

However, for the first three months of its existence, Twin Galaxies was just another arcade, enjoying quiet anonymity in a small sleepy midwestern town. Twin Galaxies, however, was destined to become a major figure in the video game story. And it all began in Houston, TX.

Being an oil broker in Texas in 1980 was boring. I constantly felt an urgent need to find more adventure. Or maybe I was getting antsy because I wasn't getting rich fast enough from the oil trade.

In my office at Rofheart Oil was Jon Bloch, an old-time friend who had been my partner in a comedy routine we had performed at a major hotel in the Catskills during the mid-'70s. Being one of America's greatest comedians, Jon kept me in good humor, though boredom was setting in. (Coincidentally, Jon would later become my partner in Twin Galaxies.)

To remedy my quest for excitement, I convinced a fellow oil scion, Rodger D. Beaton, to join me in a get-rich-quick scheme and publish a Who's Who directory on the petroleum industry.

With my idea in hand, Rodger put up the money and we set to work. Rodger, however, had a secret vice that surfaced early in the partnership: He liked video games.

I had heard of video games, but had never donated a quarter to one of the beasts. I remember playing *Pong* in 1972 and

finding it uncomfortably difficult. Rodger, however, was in deep – hopelessly addicted to *Space Invaders*.

"I can't work another moment," he said one night after grueling hours of focusing on executive biographies. "I have to play *Space Invaders*."

I was speechless, of course, having no clue as to the nature of *Space Invaders*.

Rodger dragged me to the Houston Malibu Grand Prix. I wasn't pleased with the digression, viewing it as a waste of time. Still, I felt the need for male-bonding since Rodger was going to help me make millions off my book.

To heighten the players' sensory stimulation, Malibu had dimmed the lighting in the arcade and turned the volume up on each game to a deafening roar. The effect was impressive to my uninitiated brain.

Today, after seventeen years, the strongest memory I have of my first moment in an arcade is a row of ten *Berzerk* machines, shouting "Stop the Humanoid," sounding like an avalanche of gibberish.

In front of the games was a group of middle-aged men in suits with their elegantly attired wives, obviously out for an evening on the town. They were squirming and wiggling and making gasping sounds as they strived to fight off the advances of the *Berzerk* game. Their body movements would have created the world's most miraculous choreography, winning awards for countless New York plays. I imagined the 1812 Overture set to their body English.

As I moved on, following Rodger, each person shouted "Aaaah" as they were blasted into mush by the *Berzerk* robots.

Rodger introduced *Space Invaders* to me and then left us alone. I was very polite to the game until it killed my first man. I felt kind of hurt and annoyed, but mainly surprised. This was new to me. I didn't know that video games were so predatory. You had to fight back to survive, otherwise you died young.

So, I fought back, and before the night was through I was hopelessly hooked.

What really hooked me the most, though, were the heroics. I saw a crowd – maybe fifty people – gathered around a game. My curiosity got the better of me so I worked my way to the front to find a young man at war with a game of *Gorf*. His skills were incredible and the crowd was delighted. The members of the crowd who seemed the most impressed were the beautiful young girls who were watching the player as if he were a rock star.

At the later stages, *Gorf* becomes very fast and dramatic. The player has to deal with a myriad of enemies, while dodging fireballs and plummeting space ships. It looked incredible to me and I was absolutely impressed.

Being a novitiate, I had no way of knowing if this kid was endowed with anything more than average talent. I turned to a kid beside me and asked, "Is this kid good?"

Without looking at me, he said, "This guy's the best I've ever seen and I play *Gorf* here every day." I had actually expected an answer like this and I was pleased with the accuracy of my intuition.

The kid drove the game to its knees. His focus was perfect and he seemed to became one with the machine. Every move became automatic and he was, in a sense, in a higher state of consciousness.

As his score mounted higher and higher, the crowd fell silent, obviously in awe of his achievement. I watched the faces of the people in the crowd. They were spell-bound as if reality was temporarily held in check by the man's heroics.

Then, I watched the man himself. I could see he was having the same kind of peak experience that athletes have on the playing field. He was absolutely awake and absolutely alive. And the crowd adored him. There was no doubt that this young man was completely hooked on video games and that the adulation he was receiving was responsible for making his passion to play even more exaggerated.

Suddenly, as I watched the man go on and on, I felt my new-found attraction towards video games flare up into a passionate desire to conquer and win. Video games were not just about fun. They were all about winning and achieving and developing higher mental faculties.

It was now simple to see why the games were so appealing to me. I loved the idea of the battle. And I loved the idea of the victory. But, I especially loved the idea of the affection that the players were receiving as their reward for putting on a great show. I now perceived the players – mainly those who had enough stamina and athletic prowess to dominate these machines – as a new sort of hero.

"Ah hah," I thought, as further realizations crept into my mind. "This is just a new version of show business. Since I didn't have the luck to become a star in Hollywood, maybe I could do it in the electronic world."

I decided on the spot that I wanted to pick a game and completely conquer it and become the best in the world at it. And then I would put on a show and amaze everyone as I whupped the game in public again and again and again.

Completely inspired, I went off to find a game to master. It was at this moment the sands of fate were shifting into new shapes, leading me down a path that stretched ahead for the next six years.

I was innocent, though, completely entranced with my new love affair. After some time, having spent many dollars on *Space Invaders*, I noticed that there were no crowds gathering around me, no beautiful women looking my way with awe-struck affection. "What have the other players got that I don't have?" I pondered out loud.

I had no idea, as of yet, that beating a game would take a serious investment of time and money. However, I was prepared to find out the hard way. But, boy, I loved video games.

"Jon," I shouted to Bloch at lunch the next day. "You have to go to the arcade with us tonight. Video games are unbelievable! I'm going to become a champion, too."

Jon joined Rodger and I at the table and listened to my descriptions of the previous night's battle. The conversation ended in an argument over the sanity of spending money on playing electronic games. I think I was winning the repartee when I suddenly leaned back in my seat and said, "Oh! I think I overate again."

Choosing to turn the tables on me, Jon jumped to his feet and shouted, "Ladies and Gentlemen! May I have have your attention."

The entire restaurant – the famous Birraporetti's of Houston – became still. Three hundred pairs of eyes looked expectantly at Jon Bloch, who said: "Ladies and Gentlemen! My friend here, Walter Day, has just announced that, once again, he has overeaten. Now, the reason I am bringing this to your attention is to embarrass the boy so that he shall not do it again. Thank you very much."

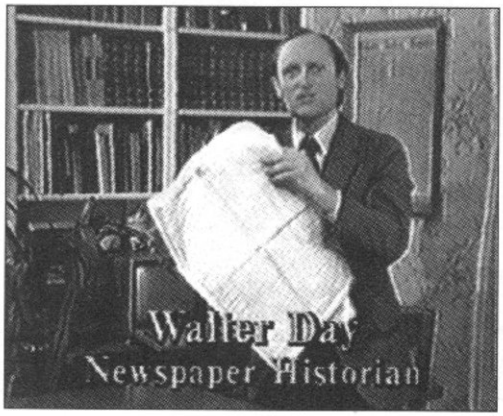
Jon sat down to a thunderous ovation. Walter Day, red in the face, stood and bowed while the room went mad.

"OK, OK," I conceded to Jon under the thunderous ovation, "you don't have to go with us to the arcade tonight. Rodger and I will go without you."

The ritual became a two-time per week devotion, then a three-time per week habit. Finally, a six-night per week addiction. When I traveled on the road, I watched for *Space Invaders* wherever I went. Fortunately for my self-esteem, I noticed that I was not the only adult nursing a video game addiction. I was not alone; I was not crazy; this was happening everywhere, to more adults than just myself.

Interestingly, I noticed that fellow patrons were, quite often, other businessmen, dressed in suits and ties like myself. Video games were not just kids' toys, I convinced myself, but tools for developing motor responses.

On my many business trips, I was a sales-specializing in selling old newspapers as birthday gifts. ***"What Happened the Day You were Born"*** was my slogan. At right, a scene from an ad that aired on FNN Cable Network. (Photo courtesy of Richland Institute)



On a business trip to Las Vegas, NV, in November of 1980, gambling made no impression on me – I spent all my free time playing *Space Invaders*. And, when I wasn't playing *Space Invaders*, I was checking out other titles in hopes one would be the game I was intended to conquer to become the world champion.

In April of 1981, I discovered *Pac-Man*. This habit became even worse than *Space Invaders*. I played every day for four months. By July, I started writing down the scores I found on every *Pac-Man* game I encountered. I became fascinated by these scores. Video game prowess, I had come to believe, was a close cousin to athletic prowess. They both required powerful mind-body coordination and tremendous stamina. I found myself looking for video game heroes wherever I went in order to watch them play, learn their secrets, and write down their scores.

This interest soon expanded to include scores from anybody – not just scores from the star players. Before long, I was logging scores on all games, not just *Pac-Man*. I soon learned that my fascination with scores was not held by me alone. Everywhere I went, people were willing to talk about their highest scores.

They, like me, considered their video game playing skills as a genuine accomplishment and described them with great pride.

By traveling around the country, I was able to learn tricks from players in other areas and expand on my skills. I would swell with pride when strangers gathered around to marvel at my video game prowess. However, the search for "my game" remained unrewarded, as I couldn't find a game that was worth focusing on exclusively.

Meanwhile, my game playing habit continued to grow. Then it got personal. An acquaintance opened an arcade in my hometown of Fairfield, IA, in June of 1981. I was amazed and jealous. I never thought that a person could actually *own* their own arcade. I played everything in his arcade – all nineteen games – until one o'clock every morning. No game escaped my passion. Jon Bloch, my eventual partner in Twin Galaxies, had left the oil industry and had just returned to Fairfield. He, too, had become smitten with the video game bug and joined me each night for a showdown on *Gorf*.

The seeds of the Twin Galaxies Intergalactic Scoreboard were first planted when I went on a twenty-two-day business trip in August of 1981. I first went to Colorado, then down to Albuquerque, NM, and though Las Vegas into Los Angeles. Swinging through the Sacramento, CA, area to see my parents, I made my way back home through South Dakota and Wyoming and on into Iowa. I played in over fifty arcades on the way. I played every new game, too, trying to decide which game would be the one I would master.

I wrote down scores everywhere I went. I was becoming the wandering scorekeeper. I talked about scores everywhere and to anyone. I broke my *Pac-Man* record in Emporia, KS, and again, three days later, in Salt Lake City, UT.

At this point on the trip, I was required to do a TV interview with a Salt Lake City television station for the business project that I was working on. I was so intent on playing video games

that I asked the camera crew to meet me at an arcade (which they did) to do the interview there.

In Salt Lake City, players told me of a group of people in nearby Sandy, UT, who had reached *Pac-Man* scores of nearly 250,000 points. This was unheard of and I felt it couldn't be true. But, I found myself in Sandy the next morning asking questions. The best player there, realizing I had come all the way from Iowa to ask about his scores, became swollen with self-importance and wouldn't reveal anything.

My interest was piqued, though. I already believed that some players had a magic touch, a sort of superior state of mental comprehension that would allow them to solve games that were impossible to the rest of us. I decided that I would leave no stone unturned to find players of this caliber and learn all their tricks.

I came home to Fairfield, IA, in September. I was thinking about how to open an arcade when – ouch – I discovered that two of my closest friends (Roger Silber and Claudine Cline) had secretly opened an arcade in Fort Madison, IA, while I was on my twenty-two-day trip and were now launching a second one in Dubuque, IA. I was ecstatic when they announced they were more than willing to help me make the necessary connections to get me started in the arcade business.

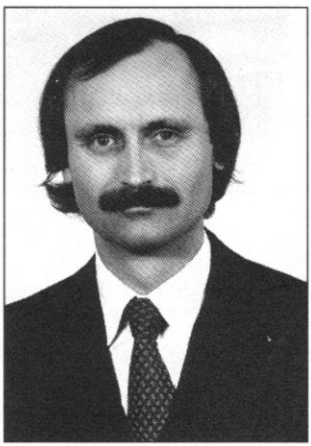
Jon Bloch raised a little money and we set to work on opening an arcade together. But where? We started searching town after town but most municipalities already had an arcade. This was because by the end of 1981, lawyers, doctors, dentists and politicians were all opening arcades. Even small towns were saturated with two or three competing arcades facing off in token wars.

Our search was temporarily suspended as, on September 16, 1981, I went on a business trip to Kansas City, MO, to be on a TV show called *Good Morning Kansas City*. As usual, I stopped at roadside arcades from Trenton, MO, to Chillicothe, MO, and Kirksville, MO, to St Joe, MO.

Upon heading back to Fairfield, I resumed my quest. I stopped in Kirksville and found a great location with no existing arcade. At the same time, I discovered another group of people interested in the same location with plans for a chain of arcades. In time we were to become their competitors. But, before this group of men became our rivals, they suggested we become their partners in an arcade in Ottumwa. We agreed to cover the expenses of the location while they supplied the games.

Jon and I drove to Ottumwa that night. Surprisingly, almost every Iowa town had a new arcade at that time – except Ottumwa. Through a quirk of fate, Iowa's best location for an arcade had remained vacant because the optometrist landlord had been asking a rental fee that was considered too high. When other arcade companies came calling, his answer was a flat "no." But, the stars were favorable and he rented to us – and at a reasonable rent, too.

Ottumwa was noted as being the hometown of M.A.S.H.'s Radar O'Riley. Even with that distinction, this meat-packing town of 27,000 residents was not a vacation destination on anybody's map.



Walter Day, traveling businessperson in 1981, played in every arcade from Natchez, MS, to Mobile, AL, from Memphis, TN, to St Joe, MO.

It took two months to renovate the location. Everything was now lined up except one final ingredient. We had no name. How do you think up a name like Twin Galaxies? It is sort of a pointless name.

Driving into Ottumwa one night, I suddenly blurted out "Yes, and we can call it Twin Galaxies!" And that was all. I remember thinking at that moment that the name "Twin Galaxies" sounded all too familiar. I was sure I was remembering someone else's business name. As it turned out, the name was completely original and we went with it. When we talked about it later I couldn't recollect what I was thinking about at the time I first said it.

Sandwiched between a shoe store and an optometrist shop at 226 East Main Street, Twin Galaxies opened on November 10, 1981, at about 6:30 p.m. Our first customers, Dan Fogelman and a friend named Scott Heaton, walked in and said, "What? An arcade?"

Just like that, we were in business.

Our First Day

Twin Galaxies' first adventure began the next morning.

"Can I talk to you guys?" the cab driver asked. "I own the cab company across the street," he continued, "and have been having trouble communicating with my cabs when they come downtown." He was watching our reactions very closely as he said, "I think your place is causing it."

"I don't see how that's possible," I answered mildly, not accepting his theory.

Suddenly, two police officers walked in the door to see Ottumwa's brand new arcade. "Wow," one of them said when he saw the rows of gleaming video games.

"Bill," said the cabbie to the cop that had spoken, "I think these games have wrecked my radio communications. All we get is static since this place opened up."

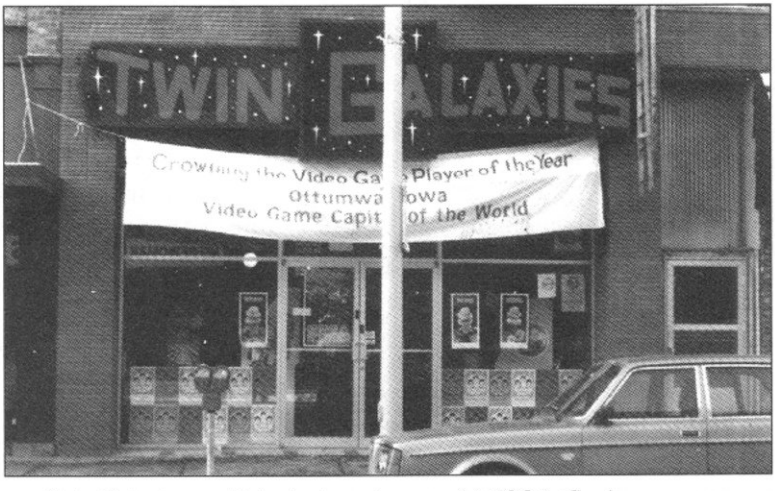
The cop nodded and said, "Funny, all the patrol cars have been getting static since last night. Darndest thing we've ever seen."

"See?" the cabbie said with growing conviction, turning back to me. "I know it's this place. It started at the exact moment you turned on the games."

Before this adventure turned into an intense confrontation, the police ran out to answer an emergency call and the cab driver was summoned back to his office.

A few hours later the cabbie came back looking very dark. "I know the problem is coming out of your arcade," he growled, but left without further comment.

For reasons unknown to me, Jon walked to the back of the store and started switching off and on banks of video games. The cabbie burst in the door, abuzz with excitement. "Whatever you just did – do it again!" he shouted.



Twin Galaxies as it looked on January 14, 1984. The banner was announcing ***"Coronation Day"*** – to crown the Player-of-the-Year. (Photo courtesy of Chris Ayra)

Through experimentation we found that one game – and only one game – was single-handedly disrupting the radio waves of downtown Ottumwa. It was *Qix*, made by TAITO. The game was turned off and taken out of Twin Galaxies by our leasing company.

I considered this misadventure to be an omen. Anything that can mess up the radio waves of an entire metropolitan area must also be a potential danger to a person's health. (Should the video game manufacturers start shielding their video games to avoid any potential health dangers to the public?)

Other then this first misstep, the first three months of Twin Galaxies were like living in a dream. I loved playing the games and the arcade was busting with business. Though I spent all my free time trying to master a game, I was unable to find one that was flashy enough to quench my thirst for drama.

However, in spite of our success, I perceived boredom looming on the horizon, so I tried to invent promotional angles to fool myself into thinking it was a creative job. I put up displays of old newspapers with historic headlines and high-school yearbooks picturing the likes of Mickey Mantle, Elvis, James Dean and Neil Armstrong. An *Ottumwa Courier* reporter came by to see what I was doing and went home with a story: "Twin Galaxies, Fun and Educational, Too," which was published on November 28, 1981. It showed the games, the yearbooks and the old newspapers. A few people actually came in just to see the yearbooks.

I remained frustrated, however, because the business still lacked a creative slant. It had to offer more than just the opportunity to make money or it wouldn't be fulfilling. During this period, Jon and I spent most of our time scouring the midwest for further cities to expand into. Our location in Kirksville proved far more successful than Ottumwa, while a sister shop planned for Macomb, IL, failed to open and lost a lot of money. In spite of the losses in Macomb, IL, we managed to keep our

cheer and press onward, searching Iowa, Illinois and Missouri for more prime locations.

During one of these exploratory trips, Jon and I found ourselves in a Decatur, IL, hotel room one morning. We were preparing to do our morning twenty minutes of Transcendental Meditation, when the local TV station announced a classic horror movie: "Tonight! on Channel 6, The Howl of the Werewolf."

I threw my newspaper down and said "OK, Howl of the Werewolf Breath, it's time to meditate and get out of here." In less than a heartbeat, Jon shot back, "OK, Cry of the Banshee Breath" – which I believe was another classic monster movie from the '50s.

A few weeks later I was alone in Ottumwa, while Jon was on the road taking care of our other arcades. The phone rang and I heard an operator's monotonous voice say: "Would Howl of the Werewolf Breath pay for a person-to-person collect phone call from Cry of the Banshee Breath?" Surprised, I said, "What?"

Again, with obvious annoyance, the operator said: "Would Howl of the Werewolf Breath pay for a person-to-person collect phone call from Cry of the Banshee Breath?" Still caught off-guard, I said "Who?"

The operator, knowing she was being fooled with, angrily demanded "Are you Werewolf Breath?" With growing understanding I said, "I think so."

"Well," she said, with open anger, "Banshee Breath is calling collect. Are you gonna take this call or not?"

Yes, Jon Bloch and Walter Day were very bored. But, unbeknownst to us, the forces of nature were now lining up to start the "Golden Age of Video Game Arcades" and Twin Galaxies would prove to be the battleground.

III The Official Scoreboard

"We have changed what might have been just another arcade in another small town into the most famous video arcade in the world."
The Philadelphia Sunday Inquirer
(November 28, 1982)

On January 18, 1982, *TIME* magazine single-handedly launched the "Golden Age of Video Game Arcades" with a cover story titled: "GRONK! FLASH! ZAP! Video Games are Blitzing the World."

TIME contributor John Skow, who wrote the story, had unwittingly thrown fuel on an already immense conflagration. Skow noted that *Asteroids* and all later games were endowed with built-in scoreboards that allowed the top guns to record their feats for posterity. For the first time, a player's initials could be entered along with his score.

Next, the *TIME* staff found that some players had uncanny eye-hand coordination, swift reflexes and a thought process comprehensive enough to outwit the machine. And, of most importance, they reported that when a player of the highest caliber conquered a game, crowds would gather around.

Though reporters Steven Holmes in Chicago and Jeff Melvin in Los Angeles reported on the games, the game manufacturers and the fantastic income generated by these coin-chomping monsters, the *TIME* editors chose to feature the game-conquering heroics of a single player, Steve Juraszek (15) of Mount Prospect, IL, as the central theme of their article.

Essentially, Steve Juraszek was crowned the first superstar of the video game age for having achieved an unheard of 15,963,100 points on *Defender* in sixteen hours.

For millions of players, Juraszek was it. Few readers paid attention to Skow's objective analysis of the pros and cons of these newfangled marvels of mayhem. And nobody cared about the manufacturers, nor the promise of a new and better future. Instead, Steve Juraszek, Hero, was the only thing they saw.

It was simple: A video game player had received worldwide recognition for an accomplishment on a video game and everyone wanted the same opportunity to bask in the glow of public acclaim.

The media was up for it. Everywhere, people were trying to break Juraszek's record. Frantic attempts on other titles were also reported all over the world. Claims and counter-claims for world titles were broadcast by the media on a daily basis. The golden age of video game arcades had started virtually overnight and I was sleep walking in Ottumwa.

But I suddenly got my wake-up call.

"I can beat that," said Tony Mattan, one of our local players.

"What are you talking about?" I asked.

"The *Defender* high score that everyone is taking about," he answered. "I can do that, too. Do you think that I could get in *TIME* magazine like that other kid?"

As of that moment, I had not yet read the big story in *TIME* magazine and had to be shown the issue. "Ahhh," I breathed, as I paged through the first few pages. "This is great," I thought as I remembered all the miles I had driven out of my way to record other peoples' high scores and to track down the legendary players in each city.

Tony Mattan

I turned to Tony Mattan (16) and looked at him. I didn't believe him, of course. How could he actually break the record? I had driven all over the U.S. seeking out video-game geniuses

and had already concluded that they were very rare. How could I manage to have one in my own arcade in this small town?

It sounded like a fascinating promotion, though, and I promised that I would be willing to stay up all night if necessary and bear witness to his attempt.

He started on Saturday, February 6, at 8:50 a.m. and by late evening the weekend shoppers abandoned their quest for merchandise and crowded into Twin Galaxies to watch Mattan. The throngs of shoppers were accompanied by the Ottumwa newspaper, both radio stations and KTVO-TV, the local ABC affiliate.

Mattan played all night, urged on by inspiring updates aired by the TV and radio stations. The newspaper reporters called again and again at ungodly times in the wee hours of the morning. I was tired, but elated. I didn't want to miss anything. He finally quit at 7:30 a.m. on Sunday, February 7, after passing the 24 million mark. He just just got up and walked out after 23 hours of play. He could easily have gone on much longer but he lost his motivation after he eclipsed Juraszek's record by nine million points.

I was annoyed that he had quit. My personal goal was to master a game – just like Mattan had just done so easily – but Mattan took his skills for granted and walked away from the machine, even though he could have gone on for another day or so.

I didn't have a chance to dwell on my annoyance, however, because an interesting thing started to happen. Media from far away were calling in for the story and radio talk show hosts wanted interviews. The story went national. Or, maybe even international. On Monday morning (February 8), I was on the telephone calling WILLIAMS ELECTRONICS in Chicago, the manufacturer of the machine.

"We don't know what the highest score is," they said apologetically. "We get many calls like this every day, but we can't help them because no one keeps records."

Next, I called both *RePlay* and *Playmeter* magazines, the two premiere trade journals for the coin-op industry. "Can't help you," they both said. No one was keeping score they added.

I told the local reporters that we were still tracking down the world record and would make an announcement soon, declaring Mattan's 24 million as the new world record.

Jon and I sat down in the back room of Twin Galaxies to read the *Ottumwa Courier* article reporting Mattan's conquest of *Defender*. It was Monday, February 8, and I had been thinking that maybe we could do a promotion with high scores for our area.

I opened my files and started looking at the scores I had scratched on paper scraps during the last eight months. I read out loud the people's names and scores I had found at arcades in Greeley, CO, in Sandy, UT, and in Omaha, NE. I said, "Look, Jon, here are the *Tempest* scores we found in Decatur, IL, Champaign, IL, Peoria, IL, and Bloomington, IL."

Continuing, I covered the desk top with *Defender* scores from Salt Lake City, UT; *Pac-Man* scores from Emporia, IL; and *Gorf* scores from San Antonio, TX. I turned to Jon. "There's something to this. Look! Here are scores from Austin, TX, from Durango, CO, and one from Albuquerque. And, here are the *Donkey Kong* scores I found in St Louis, the *Pleaides* scores logged in Kansas City, and the *Battlezone* scores we saw in Kirksville."

"Are you thinking of doing promotions between players in these specific states," Jon said hopefully, trying to read my mind.

"It's interesting," I said, ignoring him. "Wherever I went, people were fascinated with hearing about the high scores I had witnessed during my journeys, but I never could find anyone else who bothered to gather other peoples' scores."

Then a startling realization came to me. I said to Jon: "Do you think I may be the only scorekeeper in the whole country? Some of these scores have to be the best in the country. It would be great if these people could learn this. They would be proud

of themselves. We have enough material here to start an official scoreboard – or something like that."

I lapsed into silence, just looking at Jon. To my surprise, Jon didn't think too much of the idea and simply said, "Waste of time." I wasn't sure how to organize a scoreboard, so I put it out of my mind for the rest of the night.

Creating The Scoreboard

The next morning, February 9, 1982, I sat and stared at the telephone. "Jon," I said, as I began my sales talk to win him over to my scoreboard idea. "All these scores we've collected could be made into a scoreboard for the nation. I think I know how to do it and make it very famous. It could help the arcade."

"Whoa! Slow down," exclaimed Jon. "You're making this too complicated. Remember, this was supposed to be just a fun hobby. You were going to choose a flashy game and get good at it and then show off every so often in front of our friends and, maybe, impress some pretty girls."

I could see what Jon was leading up to. He was right. We had already gone way overboard by opening up two arcades. Trying to operate a national clearinghouse for high scores was so far out there that it was totally in another galaxy. "Do I really want to do this?" I stopped to ask myself.

"I think it would be good," I finally said in defense of the idea. Jon, however, was not in an arguing mood, so he stood up and started towards the game room. After a few steps, he turned and said, "Just keep it simple. Remember, we're just players, we're not actually part of the video game industry and never will be. We don't fit in – we're outsiders."

I respected Jon's genius and listened to his opinions. He left the room saying, "Remember, we're just players. Let's just keep it that way. If you start this scoreboard, you'll never have time to play anymore."

"Yow," I said aloud. Jon's final remark had weakened my resolve to set up a scoreboard. So, I sat there staring at the

phone. My goal had been to gain the satisfaction of mastering a game and then enjoy the thrill of showing off my skills in public. I wanted to be a hero to the other players, not a businessman.

My resistance suddenly dissolved. The scoreboard was an adventure. Mainly because no one had ever done it before. The opportunity was too great to pass up. How could I let this idea slip by? Shouting for Jon to come back, I reached for the phone. By the time Jon stood in front of me again, I had already made nine phone calls. We were now the scorekeepers for the entire world.

He looked at me, puzzled, as I shook his hand. "Welcome to the Twin Galaxies National Scoreboard," I said.

In fast succession I had called seven video game manufacturers: EXIDY, MIDWAY, NINTENDO, WILLIAMS, STERN, ATARI, and UNIVERSAL; and the two trade magazines, *RePlay* and *Playmeter*. "We are the scorekeepers for video games and pinball," I announced. "We wanted you to know this so the players and arcades will have a source of information which can settle disputes about who has the highest score on any game."

"Who are you?" they all asked in surprise.

I had to create a name on the spot, since I was making this up as I went along. "We're the Twin Galaxies National Scoreboard," I said.

This satisfied the manufacturers. One after the other, the manufacturers generously thanked us for this fine service we were offering and promised that they would keep our name, address and phone number at the front desk so the receptionist could forward all high score inquiries to us.

When I called *RePlay*, the voice at the other end of the phone said: "How can you make money off this? I don't see how you can make money from this."

I was taken slightly aback. I hadn't thought of the money side of this yet. This was being done for fun. It was exciting and I was offering to do this for the thrill of it. Money would have to be dealt with later. But, for now, this was my new hobby.

I answered truthfully, though suspicious that this was a trick question. "I don't see how this would make us money," I said. "This is a free service to help all the players and arcades."

This man, who turned out to be Eddie Adlum, the publisher of *RePlay*, was hoping for just such an answer and that very week he wrote the first article about us. Many years later I recounted this moment to Eddie and he acknowledged that he asked the question to find out if I was just a commercial group trying to cash in on the video game craze. He liked my answer and has always been a faithful supporter of Twin Galaxies.

I hung up the phone. The nine phone calls had taken barely a half hour. Jon and I shook hands and went out to play video games. A half hour later, while I was in the middle of a desperate game of *Gorf*, the phone rang. One of the hired help found me and said in a surprised voice, "There's a man calling long distance who wants to know the high score on a game."

Receiving Our First Score

Casey Murphy, of Goodlettsville, TN, had scored over 565,000 points on *Galaga*. Like a million other kids, he was on fire to learn if his score was the highest in the world. Calling MIDWAY GAMES in Chicago, IL, he thought, was the way to get his answer.

Little did Murphy realize that merely twenty-five minutes before he called MIDWAY, a very thankful receptionist had scribbled Twin Galaxies' phone number in her Rolodex and was now, with great relief, forwarding his inquiry to us.

I told Casey what the highest score in the world was (it was achieved by our night manager). Casey's score and the night manager's score were the only two scores we had on *Galaga*. "You have the second highest score in the world," I announced solemnly.

Casey was ecstatic. He shouted the incredible news to someone else at his end of the phone. He promised that he

would get back on the game immediately and try to become number one.

The scoreboard started as simply as this. The next day we had two phone calls, one of them from Casey with a newer, much higher score.

Our night manager and Casey dueled for over a week before Casey broke it wide open. When the Twin Galaxies National Scoreboard first appeared in the August 1982 edition of *Video Games Magazine*, Casey was still the record holder for *Galaga* at 1,547,000 points.

Meanwhile, the number of daily phone calls was growing. Within one week, it had risen to about twelve calls per day. I started calling the manufacturers to do quality control checks. I would say I have a high score and want to know where I register it. If they didn't recommend Twin Galaxies, I would call back later and see if I could get the receptionist in the habit of sending calls to us.

It worked quite well. In fact, they started sending the media our way, too. About three weeks into the campaign, we started getting media interviews almost every day. It seemed that at any given moment, someone, somewhere was going for a world record on a video game or a pinball machine.

Until Twin Galaxies came along, the media had nothing to sink their teeth into, no way of knowing if any player, indeed, was a true champion. Every score was suspect and no authority was available to anoint the player with star status.

The media loved Twin Galaxies. From the moment the *TIME* magazine article reared its head, the media had looked for an authority who could lend credibility to each story, and Twin Galaxies filled the bill perfectly. It was showbiz, as Twin Galaxies dramatically crowned each new player in the eyes of their local media.

In retrospect, I see that Twin Galaxies' input was the vital ingredient that made each story fly. We turned video game heroics into a media event. It was at this point that Twin

Galaxies and the "golden age of video game arcades" became one single phenomenon, hopelessly inseparable. We had become the conduit through which the energies of this cultural event were flowing. Twin Galaxies was at the center of the video game universe.

The weeks moved onward. The media became a blur before my eyes as numerous high score attempts happened virtually every day. By the end of March, the scoreboard was getting about twenty-five calls per day. In April, international calls started arriving from Japan, Mexico, Italy and Canada. I changed the name of the scoreboard to the "Twin Galaxies International Scoreboard."

Even Iowa scores were pouring in. Tom Rhoades of Chariton, IA, gained notoriety at the Rabbit Hutch in Des Moines, IA, when he proved evidence that he was the first person in the nation to turn the score counter over at one million points on *Defender* in 1981.

Unfortunately, during those first few months, we failed to keep track of the media appearances and only managed to obtain one clipping from that era: the *Arizona Republic* article (March 9, 1982) which reported a *Defender* attempt of 23 million points by Marvin Pete Norton in Thatcher, AZ.

On April 9, 1982, Twin Galaxies hosted its first contest. Twenty-four players performed on *Defender* at the same time in twenty-four different towns. Rick Smith, of Mission Viejo, CA, won with a record 33,013,200 points. The contest was reported by the wire services – our second national news story.

By May, I had become more confident about our status as the "official" scorekeeper. It was in May that boilerplate slogans began to creep into my interviews.

I started cautiously with statements like: "We are the official scorekeeper for the world of video game and pinball playing." The media loved it. They realized they were plugged into an important source of information and were very appreciative.

Walter Day *and the new scoreboard as they appeared on a TV pilot called* ***"Video Game News Update."*** *Filmed in February of 1983, the pilot never made it to television. (Photo courtesy of John Sorflaten & Lewis Wilson)*

Then I reeled out my all-time favorite punchline: "Twin Galaxies is the world's most famous arcade."

I felt safe saying this because it seemed reasonable. After all, no other arcade was having people call them from all over the world. And no other arcade name was on the lips of all the players. Hence, we were the only truly international arcade, therefore "the world's most famous arcade."

The media liked this one even better than the claim about being the official scoreboard. Our "fame" was referred to in every interview published from May onward. I liked it, the media loved it, and through the process of self-fulfilling prophecy, it became true.

Our Fame Spreads

Meanwhile, the video game industry was sending many interesting interviews my way because there were no players' associations at this time and no one had any inkling of what was going on with the players. It seemed as if I had become the designated front man representing all the players and the arcades. Twin Galaxies was alone on the video game frontier –

the only organization that had an intimate dialogue with the players about their interests.

Our fame spread like a prairie fire. I am still amazed how far the news of Twin Galaxies travelled during those first few months. Famous people often talk of the moment they first realize they have become famous. Twin Galaxies had just such a moment. I remember a phone call in May of 1982 that brought the realization that our fame had arrived. It happened when Steve Sanders called.

Steve Sanders was the first superstar player to find Twin Galaxies – compliments of Bantam Books. Sanders had been watching *The Today Show* when Bryant Gumbel announced the introduction of *Ms Pac-Man*. Sanders thought: "I want to write a book on this!"

Sanders contacted Bantam Books in New York to present his idea for a *Ms Pac-Man* "how-to" strategy book but discovered he was too late. "We already have this title wrapped up," apologized a Bantam editor. "But," he added brightly, "we don't have anybody lined up for *Donkey Kong*. Can you play *Donkey Kong?*"

Well, needless to say, Sanders gained video game immortality as the author of *The Video Master's Guide to Donkey Kong* which was released by Bantam in February of 1983. And he was paid a $5,000 advance.

"Oh yes," the Bantam editor added as an afterthought. "If you ever need to interview any of the world champions on *Donkey Kong*, you'll have to call a man named Walter Day in Ottumwa, IA, who is the official scorekeeper for video games. You'll have to call him because he's the only person in the world who can lead you to the champions."

So, Steve Sanders' phone call tipped me off to the fact that Twin Galaxies' fame was legion in the New York book world – even though we were only ninety days old!

In June, I had my first in-house promotion. Matt Brass came from Helena, MT, to conquer *Space Invaders* and Steve Sanders came from Clinton, MO, to confound *Donkey Kong*. No media

resulted from these visits but their accomplishments were reported on a full-color poster we issued on August 1, 1982.

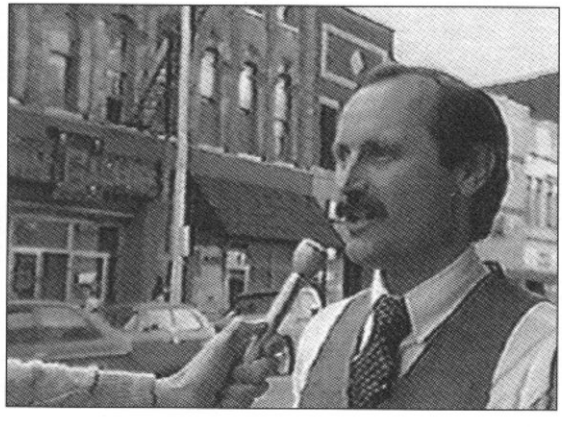
Distributed to arcades around the nation, the poster displayed the top scores recognized by the scoreboard with adjacent blank spaces for each arcade to write in their local high scores. It was hung in arcades across the nation, pushing our toll of phone calls up to about seventy-five per day.

Steve Bloom, editor of *Video Games Magazine* was very complimentary. "I'm sorry," he confessed, "that our magazine didn't do it first." As interesting as the poster was, most of the scores eventually were proven to be frauds. More about that later.

During this same period, both *Video Games Magazine* and *Joystik Magazine* were asking if they could be the only official publisher of our scoreboard. I refused and said these scores were for the public and could not be made an exclusive feature for any magazine.

Also, the July/August edition of *Games Magazine* carried a story on the scoreboard along with a list of the top scores of the most popular titles at that time.

By August of 1982 we were making a concerted effort to track our media appearances. On August 18, for example, *The*



Walter Day, conducting his five billionth interview in front of Twin Galaxies (to the left in the background). (Photo courtesy of Lewis Wilson & John Sorflaten)

Kansas City Star carried a small article on Phil Miller of Kentwood, MI, who got the highest score ever on *Stargate*. Twin Galaxies was a significant part of the story and it was published all over the nation as an Associated Press (AP) wire story.

On August 30, 1982, Iowa finally discovered us when the *Des Moines Register* put us on the map for all Iowans. Jon and I picked up a copy and took it with us as we drove to Wilmington, NC, to cover the great **North Carolina versus California Playoff**. The last quote in the article was: "We're bringing the bright light of science into a vague world." I wonder what I meant?

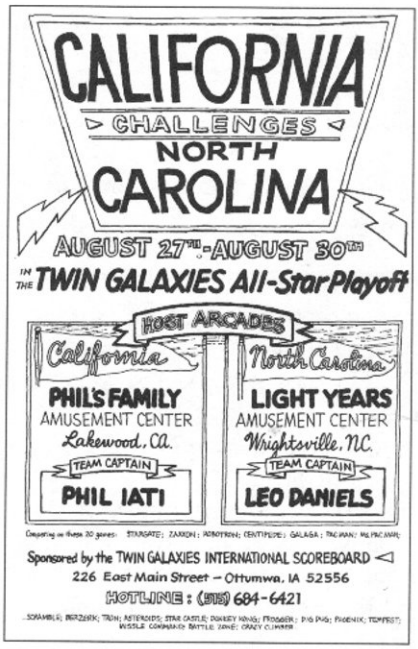
The *Des Moines Register* was very supportive and presented Twin Galaxies' quest to compile statistics as being typical of every organized sport. The *Register* said: "Noting the American fascination with records, with the first and the biggest, and the fact that athletic endeavors, from baseball to high school girls' volleyball, are dependent on statistics to prove their existence, Day reasoned that the same should hold true in video games."

In July, Phil's Family Fun Center in Lakewood, CA, got a magazine write-up as a significant promoter of high score competitions. I was concerned about this because I imagined a potential competitor. Though Phil Iati really wasn't a competitor, I felt it would be good to hook up with him and make him a participant in my programs instead of vice versa. This was probably a good move because outsiders didn't suspect how flimsy our status was as the "official" scorekeeper for the world. Anybody could have challenged our claim to the scoreboard and made it difficult for us to continue successfully.

North Carolina versus California

I needed to figure out a way to get Phil's arcade to recognize Twin Galaxies' authority. It was the morning of July 18, 1982, and I remember sitting there thinking "How can I make this benefit our progress?" I had also been thinking about an unusual phenomenon we had begun to notice while logging

scores: a disproportionate number of high scores were coming from California and North Carolina. Together, the two states equalled all the other states combined.



I placed an experimental call to North Carolina, sensing that a promotional angle was waiting to be squeezed out of our discovery. Most of the scores came from Light Years Amusement in Wilmington, NC. Luckily, the owner answered my call. I said, "Did you know that both North Carolina and California are tied for entries on the scoreboard and that a rivalry is about to happen?" He said that he did not know about this rivalry.

I asked, "If California were to challenge North Carolina to a match to settle who is the better state would you be willing to host the North Carolina players at your arcade and accept California's challenge on behalf of all North Carolinians?"

I could feel him sit up straight. Of course he said "Yes." In fact, he got quite excited and asked, "What do you want me to do?" I advised him to wait by the phone and I'd call him back in five minutes.

I called Phil's Family Fun Center in Lakewood, CA – my imagined competitor. Phil Iati answered. I told him that California and North Carolina were the two top states in the nation. "North Carolina is sitting by their phone right now waiting for my call back. They want to know if California is willing to challenge them to an interstate grand championship

that will settle once-and-for-all who is the better state on video games. Would your arcade like to issue that challenge on behalf of the players of California. And would your arcade be willing to host the players during the competition?"

Phil was a first-class promoter, he never hesitated one moment to say yes. The contest was on and any imagined threat from Phil's arcade was definitely extinguished. I immediately called North Carolina.

Before the day was over, seventeen games were selected from the 1979 to 1982 era and a first draft of the rules was written. The games included: *Crazy Climber*, *Robotron*, *Asteroids*, *Frogger*, *Tempest*, *Tron*, *Berzerk*, *Phoeniz*, *Star Castle*, *Pac-Man*, *Ms Pac-Man*, *Stargate*, *Dig Dug*, *Turbo*, *Zaxxon*, *Battlezone*, *Centipede*, *Galaga* and *Scramble*.

The first point of common consensus was that each contestant had to be legitimately from California or North Carolina. No mercenaries from Texas or Montana or wherever were allowed. To be near the action, Jon and I made the North Carolina location our headquarters.

The contest was a cliffhanger, California won at the last moment, ten games to seven games. Later, one game was eliminated because North Carolina couldn't get it up and running.

Fortunately, the event ran into only one snag. Both sides complained to me privately that they were suspicious the other side was cheating (no evidence was ever found to support these suspicions). This was the first time that accusations were levied against players suspected of lying about scores. I was naive, of course. I couldn't believe that any one would lower themselves by lying about something as pointless as a video game score.

Issues like honesty, however, had to be addressed and these experiences would prove invaluable when it came time to write up the correct rules for competitive video game playing.

Still, I viewed the **North Carolina versus California Playoff** as a significant expansion of Twin Galaxies' sphere of influence. The North Carolina media treated the players like

newly-discovered celebrities. And, Twin Galaxies was most famous in North Carolina of all the states. After the contest was over, *The Charlotte Observer* carried our Scoreboard as a regular column for about six months – as did a few other of the Knight-Ridder papers.

"North Carolina – Land of Video Game Kings" said the headline article authored by Catherine Chapin of *The Charlotte Observer*. This headline was carried by newspapers all around the world, among them *The Philadelphia Inquirer*. The story was a front page item in *The Chinese Post* of Taiwan by the beginning of October 1982.

So, 1982 was the year of establishing our fame and riding on the crest of the golden age. Though the **North Carolina versus California Playoff** was a forerunner of things to come, 1983 would actually be the year of learning how to be the score-keeper. But, for now, it was an effortless joy on a road paved with success.

The close of 1982 was miraculous. The golden age of video game arcades was planning cataclysmic events and, starting in September, Twin Galaxies would be the outlet.

Late one November night in 1982, I returned to Twin Galaxies to learn that a reporter had just knocked on our front door, looking for me. *The Philadelphia Inquirer* had sent a reporter all the way from Pennsylvania to find out why Twin Galaxies was the world's most famous arcade.

Of all Twin Galaxies' interviews, this was my favorite. Tom Masland, the reporter, asked tough skeptical questions, but when the article came out, it was the feather in our cap.

If I remember correctly, he stayed for two days and listened in as I answered my day's phone calls. Calls poured in from South Africa, Muskegon, Ireland, Japan, Tuscaloosa and Burnaby. The letters showed stamps from Hong Kong, Mexico, Italy, and Peabody, MA.

The banner headline on the front page of the November 21, 1982, Sunday edition of *The Philadelphia Inquirer* said: "Of the

Birth of a Video Game Mecca … ." The photo of me had the caption: "Walter Day stands in his now-famous Twin Galaxies arcade." This article was the final stroke that established our fame inside the video game industry. Masland made many phone calls within the industry, trying to gauge our influence in the world of video games.

In the video game industry, Twin Galaxies was still decidedly underground – only the players and the arcades knew about us. Except for the front desk receptionists, the game distributors, manufacturers and associations had no inkling of our existence. When Masland asked representatives of the major video game manufacturers at the **Amusement Manufacturers of America (AMOA) Expo** if they knew of Twin Galaxies, they said they knew of no national scoreboard.

Bill Kunkel, executive editor of *Electronic Games* magazine was also interviewed by Masland at the **AMOA** show in Chicago in November. Kunkel said: "Right now, he (Day) is all there is." Kunkel believed there is no way you can make money out of it. Kunkel also added that his magazine was also starting a scoreboard but that he doubted any such effort could be entirely successful.

The entire industry now knew about us. Tom Masland saw to that. The first act in Twin Galaxies' history was now completed. Twin Galaxies was the number one arcade in the world. My quote in *The Philadelphia Inquirer* said it all: "We have changed what might have been just another arcade in another small town into the most famous video arcade in the world."

LIFE *Magazine:* *The Players Finally Meet*

"It has become a $5.7 billion industry, and Ottumwa, IA, (population 27,381) a town 85 miles southeast of Des Moines, IA, is the unlikely video game capital of the world."
LIFE Magazine
(January 1983)

I stood in the cold morning, watching the players struggle to maintain their precarious balance. Posing on top of a video game in the middle of the street was no simple chore.

"Wait a minute," said Drew Greenland, reporter for *LIFE* magazine, "is everyone here? Aren't there some people missing?" I wagged my finger in front of my face, counting heads.

"Who's missing?" I shouted. The fifteen kids, fighting to keep their positions atop the games, craned their heads around, exchanging mumbles I couldn't pick up.

"Kent and Matt are missing," someone yelled.

"Can someone go get them?" I pleaded.

"Forget them," cut in Greenland. "They're out. We have to do this shot right now, without them."

"Where are they?" I asked a player standing next to me.

"The players partied all night and Kent and Matt are still asleep on their hotel room floor."

"This was unbelievable," I thought. Kent Farries (along with Darren Olson) had traveled all the way from Calgary, Alberta, only to miss an opportunity like this? Invited by *LIFE* magazine to be in a photo – how could anyone manage to oversleep?

Twin Galaxies had learned of these two Canadian superstars when newsmen started calling Twin Galaxies about their exploits. On one occasion, they played a game of doubles on *Stargate* for seventy hours. But their greatest notoriety was gained when they dominated games like *Asteroids*. Since they could play forever, other kids never had a chance to get any play time. Shrewdly, Olson and Farries would store up hundreds of men and then, with great audacity, line the kids up and sell them – at three ships per quarter – play time on the game. The arcade managers considered them Public Enemies #1 and #2 and put a stop to their new cottage industry, but not before Kent and Darren made a good profit.

Yes, *LIFE* magazine was in Ottumwa. Even though a couple of the stars slept in late, it was still a major breakthrough for Twin Galaxies. The most significant repercussions of *LIFE's* visit had not yet dawned on me – the players were meeting each other for the first time and forming a sort of zany brotherhood.

After ten months of dealing with the players over the phone, the video game players had landed at Twin Galaxies. I didn't realize it at the time, but the players were wild pranksters who were now about to change my life and Twin Galaxies' existence.

Until *LIFE* magazine brought these kids together, they knew very little about each other. From that moment onward, my life would be radically changed by their antics. I called them the "phone tribe."

Once they discovered each other, they spent their parent's fortunes on long distance phone calls, talking about video games until dawn. Some players had secret boxes they used to place unbilled phone calls and, at night, would make conference calls with as many as fifteen players on the line at the same time. Then they would do their pranks, calling other unsuspecting players and razzing them.

Beginning with the *LIFE* photo session, the phone tribe lit up Twin Galaxies' phone lines every night. This initial clique of seventeen kids would number close to one hundred players by

1985, mostly as members of the **U.S. National Video Game Team**. (More about that later.)

But, back to the photo session. *LIFE* magazine was preparing its "year-in-review" edition for 1982 and had decided that video games would receive significant coverage. When the reporter, Drew Greenland, first contacted me, he had not yet figured out an angle for the story.

I gave Greenland my usual pitch: a vision of all the top players coming together at Twin Galaxies – the world's most famous video game arcade – for a group picture. He didn't like it. By our third conversation, I was engaged in a psychic duel with him, trying to get him to buy into my vision. Then, he called and said, "My bosses are interested. Please describe your idea in detail."

I promised I could get the best players in the world to come to Twin Galaxies for a photo session. *LIFE* went for it and the session was scheduled for November 8-9, 1982. I had achieved what was to be my biggest publicity coup: Ottumwa, IA, was their selection for the video game story of the year.

Getting the players wasn't easy, however. I had to deal with the parents, who were skeptical. This roadblock was solved when *LIFE* allowed me to give out Drew Greenland's phone number so the parents could talk directly with him. They basically wanted reassurance that this photo session was a reality and not just fiction.

To further smooth things over, I promised to pay for the hotel rooms for most of the players and a few parents. I even had to sign affidavits promising that I would be responsible for the kids' safety and well-being. Twin Galaxies' archives still has these notes today.

Two nights before the players arrived, Bill Groetzinger – an artist based in Fairfield, IA – finished the colorful scoreboard wall which was to be the backdrop for many photos and promotions over the years. The scoreboard wall was intended to

display computer monitors so visitors could see the highest scores in the nation.

To document the *LIFE* photo session, Sorflaten and Associates – a film producer based in Fairfield, IA – arrived in time to film the seventeen players as they demonstrated advanced game-playing tips. Then Drew Greenland arrived from New York bringing Enrico Ferrorelli, a world-famous photographer, with him.

Greenland came with the idea that he would cart the video games into the cornfields so the photo would emphasize that the world's video game mecca was in the middle of a very non-tech, agrarian environment – more famous for hogs and corn than for space-age entertainment.

I was resistant because I wanted Twin Galaxies to get the attention and I was also worried about the games being damaged in the excursion. I was relieved when he returned from a foray into the cornfields with a dissatisfied look on his face. He had concluded that cornfields were not the way to go.

The Players Arrive

The players arrived on Friday night, November 7, 1982. I didn't realize it at the time, but they were going to require my full-time attention for the next three-and-a-half years. What struck me first about the players was that none of them smoked cigarettes, drank alcohol or took drugs. They didn't swear, either. They were all super brilliant, computer proficient, clean-cut kids. Oh yes, there was one downside, however. Most of them were bored, mischievous pranksters. Billy Mitchell, of Ft Lauderdale, FL, seemed to be the lead wiseguy of the entire group.

The players selected for the *LIFE* photo session included: Ben Gold and Mike Lepkosky from Texas; Mark Robichek, Todd Walker, Eric Ginner and Doug Nelson from California; Billy Mitchell and Ned Troide from Florida; Leo Daniels, Joel West and Sam Blackburn from North Carolina; Darren Olson and

Kent Farries from Calgary, Alberta; Jeff Brandt from Illinois; Matt Brass from Montana; and Steve Sanders from Missouri.

My education started early Saturday morning when Joyce Litch, the Twin Galaxies manager, handed me the phone. "It's the Holiday Inn," she said in an upset voice.

"Who are these guys?" an angry voice shouted in the phone.

I held the phone away from ear until the voice grew quiet. "Who are you?" I countered with my own question.

"They broke a bed," the voice said. "At least eight or nine kids got together in one room last night, jumping on one of the beds. They broke it. I want them out of here right now."

I promised I would deal with the problem immediately. I went into the back room to talk to the players who were already assembled for the morning photo session.

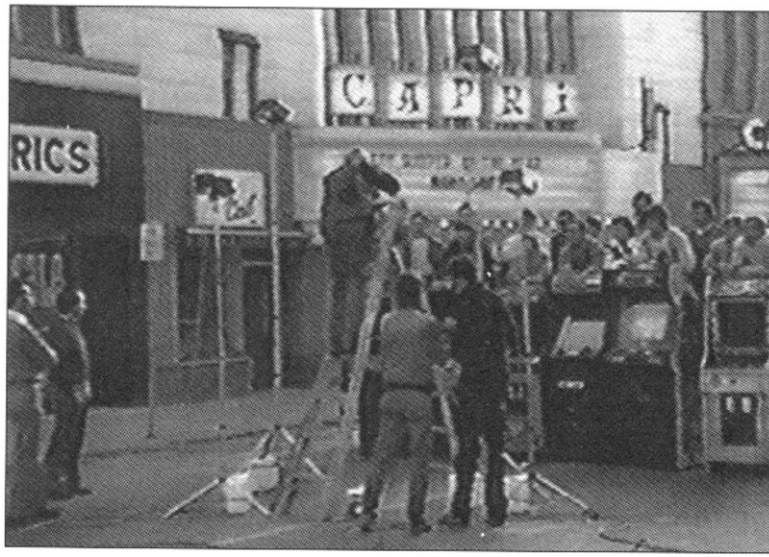
"Did you guys break a bed last night at the Holiday Inn?" I asked. Everyone laughed, but no one volunteered an explanation.

Joyce came in again and said, "Now it's The Inntowner Motel on the phone and they sound even madder than the Holiday Inn."

"Who are these guys?" the manager of the Inntowner shouted in the phone. "I've been in business for decades and no one has ever broken a bed before. I want these guys out right now."

I was in a quandary. These two hotels were vital to the success of this event. What to do?

Suddenly, I became inspired. I engineered a military maneuver that saw each group of rejected players traded off to the other hotel. Neither hotel suspected they were receiving the other hotel's unwanted rejects. The switch worked and I got through the weekend. Little did I suspect, though, that the players would also get *me* thrown out of many hotels in the course of the next three years.



Enrico Ferroreli, atop the ladder, takes the famous photograph for ***LIFE* Magazine**.
(Photo courtesy of Lewis Wilson & John Sorflaten)

The Famous Photograph

LIFE magazine attempted our first group photo on Saturday night. All the players gathered in front of the colorful scoreboard so we could see how a group shot would look indoors.

The shot was quite beautiful and Greenland liked it. But, he felt it failed to convey the idea that these superstars were in Iowa, of all places.

He conferred with Ferrorelli, his star photographer, and decided that the next morning they would pull six games out into the street traffic and photograph the group in the middle of Main Street. One problem arose, though. We needed one last game: *Ms Pac-Man*. We searched everywhere, even calling our competitors. Finally, a *Ms Pac-Man* machine was discovered

down the street, less than fifty yards away, in a topless night club.

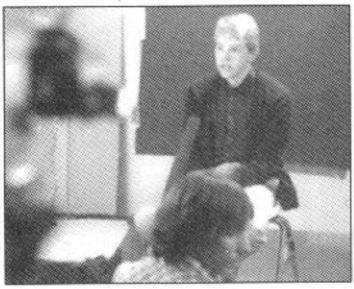
The great events on Saturday night were the high score attempts. The place was full of people from all over the state, who had come to watch the stars in action. The most memorable event for me, personally, during the course of the night, was the discovery of "my game."

I mean "*My Game*." I mean the one I had been searching for the last two years. The one I had vowed to conquer and become the best in the world on. It had been in front of me all along. It was *Centipede*.

Darren Olson could play *Centipede* better than anyone in the world. He could whip the shooter around the screen faster than the eye could follow and place shots with pinpoint accuracy. When he played, all the other players would stop what they were doing and watch him.

I was more than impressed – I was absolutely envious. When *Centipede* was played correctly, it was a lightning fast storm of chaotic action, filled with ever-increasing obstacles and opponents. It was a treat to watch, too. Of all the games from the golden age, *Centipede* was the most fun to watch. Among the

Billy Mitchell *(center)* plays *Centipede* while **Darren Olson** *(left)* looks on and **Ben Gold** *(right)* mugs for camera.



Steve Sanders during a filming session with Sorflaten & Associates. *(Photos courtesy of Sue Adamo)*

early classic games, *Centipede*, in my opinion, demanded the greatest eye-hand coordination and the fastest reflexes.

Upon seeing Olson play *Centipede*, there was no question that this was the game I would master. I went into training immediately. I sought advice and playing tips from every player who walked near the *Centipede* machine. The other players must have viewed me as a nuisance once I really got hooked on *Centipede*.

Meanwhile, Billy Mitchell conquered *Donkey Kong*, getting 849,000 on his first man. Then the surprise came. On level 22, the game produced a "kill screen,"a screen that is designed to end the game against the player's will or skill. This happens when the program has run out and there is no further code to give the game any further life. Billy was stopped in his tracks at 874,340 points.

One of video game history's greatest moments was when Billy beat *Donkey Kong*. The sixteen other players there – all the best in the world – stopped what they were doing and watched his performance.

To match Billy's performance, Jeff Brandt of Bloomington, IL, dusted *Donkey Kong, Jr* for a 787,400 point world record, before reaching a similar "kill screen" at level "F."

Kent Farries, reached level "E" on his first man, and strategically sacrificed his men again and again, thereby keeping the play stuck on Level "E," instead of progressing to the "kill screen" on level "F." He managed to grab a world record on *Donkey Kong, Jr* for a short time with this tactic.

Twin Galaxies never closed that night. The players made it a night of partying – which meant high score attempts, pranks and arguing. I was pleasantly surprised when I found they didn't drink and none were violent. Over the following four years, not one instance of fist fighting occurred among the players.

I can't remember exactly how it went, but they always ended up in heated arguments over religion. One player, in particular, was adept at using references in the Bible to point out which of

the video game players were obviously hell-bound. The religious arguments went on for years.

In the morning, we pulled five games out into the street: *Tempest*, *Defender*, *Ms Pac-Man*, *Tutankham*, *Centipede* and *Donkey Kong*. There was a momentary debate as to what should be the sixth and final game included in the outdoor shot.

"Walter," Billy Mitchell shouted, "get *Make Trax* out here. You're a world champion, too."

Well, I passed up the chance to pull *Make Trax* – whose world record I held – out into the streets and pose behind it. Though kids were shouting for me to do it, I stuck to the crazy notion that this event was for the kids' glory and I should stay out of it. If I had it to do all over again, I would be in the picture, perched atop *Make Trax*. Another game was still needed, however. The choice was up to me. *Tutankham* was my favorite game at this time, so I selected *Tut* as the sixth game.

Each of the six record holders mounted the top of the game they had conquered. Leo Daniels of Wrightsville Beach, NC, posed above *Tempest*; Ned Troide of Clearwater, FL, topped *Defender*; Mike Lepkosky of Spring, TX, topped *Ms Pac-Man*; Mark Robichek of Mountain View, CA, topped *Tutankham*; Billy Mitchell of Hollywood, FL, mounted *Centipede*; and Steve Sanders of Clinton, MO, topped *Donkey Kong*.

Then, the last ingredient arrived. Ottumwa High School's five cheerleaders sat in the front row, posing in front of the players and games. The famous street pose was snapped at 8:00 a.m. on Sunday, November 9, 1982.

But, wait! The world's first collegiate video game team suddenly pulled up in three cars to join the party. A month earlier, on October 10, North Missouri State University, in Kirksville, MO, had a meeting in the student union to start the nation's first collegiate video game playing team. About eight people joined and made up team shirts.

I introduced them to Drew Greenland who was now packing up the cameras. I urged the team to come to the *LIFE* magazine

photo session on the morning of November 9. Unfortunately, they arrived slightly late and Drew Greenland felt he was already done and didn't want to photograph them. I pointed out their long journey in a whispered voice and he relented.

They were directed to assemble in a group and experience the masterful touch of Enrico Ferrorelli. It was nice and everyone went home happy, but the photos were never published. (If any reader has photos of this college team, I would like to include them in the next edition of this book.)

By the end of it all, Drew Greenland was pleased with the story. He promised that Twin Galaxies and Ottumwa would get full credit for the event. The picture became famous. In the years to come, I dealt with hundreds of arcades – even in foreign countries – who told me they had the *LIFE* photo hanging on their wall.

Of course, now that the players had finally met and formed a brotherhood, the phone tribe called me every night, keeping my life colorful. And I had discovered *Centipede* – the game that I would master.

V The Video Game Capital of the World

"Walk down Main Street in this southeast Iowa town and you'll pass a shoe store, a men's clothing shop, a hamburger joint and the world's most famous video game arcade. That's not a misprint."
– Gary Sawyer
Quad City Times, Moline, IL
(December 15, 1982)

When Twin Galaxies established Ottumwa as the "Video Game Capital of the World," it stopped being merely a reflection of the golden age and actually stepped out in front and led the way. The video game industry was going through trying times. Mesquite, TX, among other towns, was trying to ban video game play among minors and was facing off with the U.S. Supreme Court.

The video game industry needed a hero and Twin Galaxies was about to reel off a chain of coups that would leave everyone in the industry breathless. Though the interview with *The Philadelphia Inquirer* was inspiring and fulfilling, I was still looking for something new and exciting to sink my teeth into. I was feeling aggressive and felt that I should *make* something happen – just like when I had primed the pump to set off the **North Carolina versus California Playoff**.

Initially, I was without direction. I started working on the **Twin Galaxies Video Game & Pinball Hall of Fame**, a project that brought a warm response from the manufacturers. STERN sent me a case of manuals and game marquees, as did NICHIBITSU, WILLIAMS, BALLY/MIDWAY, NINTENDO, ATARI and EXIDY. These materials, which are still in our archives, were to

be used in displays that highlighted each company's creative history.

The manuals gave us the opportunity to analyze the difficulty levels of the games that we were scoring. This was our first chance to experiment with the game play of many different titles and select difficulty levels which would make the games more competitive.

Mary Sharpe, editor of the *Ottumwa Courier*, got wind of my museum idea and came by to do a story. Somehow, we cooked up an entirely different story – a more biographical one. The October 9, 1982, edition of the *Ottumwa Courier* carried a front page feature on me: "Walter Day, Idea Man." In the article they quoted me as saying, "Despite such obvious successes at promotion, Day does not consider himself an entrepreneur: 'You have to make money to be called that. I always go beyond the point where you can make money.'"

We discussed the future of Twin Galaxies: "Also planned are isolation booths where players can go for national records and where behavioral scientists can study the learning processes involved in playing video games. Day sees video game players as practicing the art of understanding."

It was now November, 1982, and I suddenly found myself doing the scoreboard all by myself because Jon Bloch left to take care of important family concerns. His responsibilities never allowed him to return. Twin Galaxies was now my sole responsibility.

I thought of calling Boston to ask my ex-fiance, Barbara Gianino, to join me at Twin Galaxies and help run the scoreboard, but that plan didn't work out. I did all the media alone until Steve Harris, one of the players, joined me two years later.

Things continued onward. The media attention was enjoyable, but Twin Galaxies was temporarily stranded on the shores of boredom.

Kenosha, Wisconsin

Suddenly, Kenosha, WI, gave me the answer.

Kenosha loved our scoreboard more than any other city in America (However, the Canadians loved it even more than Kenosha.) There were two arcades – Pot O Gold and Bun N Games – that were gripped in a high score duel, seeing who could log the most top-score entries at Twin Galaxies.

As a routine PR gesture, I tipped off Jon Morgan, feature writer at *The Kenosha News*, that Kenosha was a major video game mecca. I explained that Kenosha had an unusually high concentration of video game top guns with thirty-five title holders. He did the story and the headline said: "City Video Game Capitol."

When the clipping arrived I did a double-take. "That's it," I thought. "We can have our mayor declare our hometown the 'video game capital of the world.'" And, if it worked, I reasoned, we'd be the heroes of the town and the video game industry.

I called Mayor Jerry Parker and proposed that we meet and proclaim Ottumwa the "video game capital of the world." Parker liked the idea. In a smooth soothing voice, he told me that he was appreciative of any publicity or promotions that would make Ottumwa appear in a positive, creative light.

On November 30, 1982, an official proclamation was issued by the city of Ottumwa laying claim to the title of "Video Game Capitol of the World." The *Ottumwa Courier* had prepared the ground a week before the proclamation. The front page of the November 23, 1982, edition said: "Video Games: Ottumwa's Claim to Fame?"

During a press conference held in Twin Galaxies, Mayor Jerry Parker was quoted as saying, "I believe in supporting anything that will bring positive acclaim to Ottumwa. And if it helps the youth, I'm all for it."

Radio, television and newspaper were all there as Parker delivered his best quote: "If a country like Lithuania challenges us for the title, we'll fight them."

The story went all over the world. As a PR stunt to make Twin Galaxies a legend, it worked beyond my wildest expectations. The electronic gaming industry considered this event a major story because many city fathers were trying to shut down video game arcades in their municipalities. The video game industry viewed Parker's proclamation as a breakthrough against civic oppression.

In the industry, magazines covered us that had hitherto ignored our activities – *Electronic Fun*, *Games People* and *Vending Times*, to name a few.

The "Video Game Capital of the World" was not overlooked by America's business press. *Ad Week* magazine considered the mayor's proclamation a creative marketing angle for the city and reported it in their April 24, 1983, edition.

Also, in July, *Changing Times* magazine sent a photographer to snap Mayor Parker in front of the scoreboard for a story titled: "Zap! You're in Ottumwa."

This was great publicity for the mayor. Initially, I hadn't paid attention to the fact that Mayor Parker was a very bold creative man who had taken actions that could have led to public ridicule. My entire game plan would have been shot down if Parker had shied away from the publicity, or if he had lacked inventiveness. Though *Changing Times* acknowledged that the scoreboard played a role in this PR success, it also proposed that Parker's promotional savvy was an equally important reason.

The photographer took photos of us standing together, but then asked me to step out of the picture – he just wanted Parker. It turned out to be Parker's story, much to my pleasant surprise.

By now, Twin Galaxies had become the center of the video game world. Players were talking about Twin Galaxies' activities as much as they were talking about ATARI. I never put a sign on the outskirts of the city proclaiming Ottumwa the Video Game Capitol of the World, but I should have.

After all this publicity, we even *looked* like your basic video game capital of the world – we were perpetually mobbed by

players visiting from adjoining states. The final stroke of fortune that helped Twin Galaxies establish its claim as the "video game capital" came when a book writer, Michael Rubin, called from Florida. The game manufacturers, as usual, had sent him to us. He was amazed to uncover the existence of a "national" arcade. This was, as he said, "just what he needed to finish his upcoming book, *Defending the Galaxy*."

He thought he needed just a few more tips to finish the book. On the night he called, many players from out of town were visiting to attempt high scores.

"There's a person down there playing *Donkey Kong* who is from Florida," I told him. "And over there is a person from Nebraska doing a world record on *Joust*."

The interview went on and on. Then he called me a second time. And then a third time. Finally, I grabbed a video game superstar walking by and said, "Talk to this guy," and shoved the phone into his hands and walked away. Rubin, apparently, was ecstatic with the interview. Before the night was over, every kid in the place was interviewed.

Being a major feature in Rubin's book was another coup for Twin Galaxies – the luck of being in the right place at the right time. Rubin devoted nine pages in the book to Twin Galaxies' scores and contests, and even supplied a map that gave directions to Ottumwa, IA. His book was the first to announce, "Ottumwa: The Video Gaming Capitol of the World."

The book originally printed about 25,000 copies but was never reprinted. A shipment of free copies arrived on November 8, 1982 – the day that *LIFE* magazine arrived to photograph the superstars gathered in Ottumwa. All the copies were given away as gifts to the players.

Twin Galaxies had successfully achieved another milestone: Ottumwa, IA, was now recognized as the Video Game Capital of the World.

VI "That's Incredible"

"There are no clocks in Ottumwa – we play night and day."

The nation was glued to their TV screens the night of October 11, 1982. A Texan, Tim Collum, had just been crowned the *Ms Pac-Man* champ on ABC-TV's "That's Incredible," and the show had electrified the nation's kids.

The show was only mildly entertaining to me, however. I was waiting for the closing credits to see if Twin Galaxies' name was listed as a show consultant. Not a chance. Even though I had been a significant contributor, my name was not included in the final credits. Behind the scenes, Twin Galaxies had given them ample advice and laid out the rules of game play.

"That's Incredible" had discovered video games only a couple of months earlier. When they announced that they planned a *Ms Pac-Man* contest, their switchboard was overwhelmed with inquiries.

Needing expert help to organize the event, they called representatives of the video game industry, who, not surprisingly, referred ABC-TV's inquiry to Twin Galaxies. Suddenly, I found myself consulting by phone with the producers at Alan Landsberg Productions, helping them fine-tune their video game event.

Even though I had given them much free advice, they ignored my simple request for a screen credit. I presumed I would never hear from them again. Then, Todd Simon called. Simon's boss, Alan Landsberg, liked the ratings from the *Ms Pac-Man* contest and wanted to do another video game show. He put Simon in charge of the project and told him to think up a story idea.

Simon called me and started proposing ideas. Once again, I pitched my favorite idea: Let's bring together the best in the

world and make them go head-to-head in a pentathlon (five-game contest) at Twin Galaxies.

Simon was originally unmoved by the idea. It didn't sound like an effective story line to him. We went off on another tangent for the next two calls. When I brought it up again, he responded more favorably. More discussions with his bosses brought exciting news: They liked it, but first, he had to work out the logistics on paper to prove that it could be a viable and exciting competition.

"Will this really work?" Simon asked. We spent over an hour scribbling notes as I walked him through a hypothetical contest that would end in standings with obvious winners.

Simon spent December 20-23, 1982, in Ottumwa as he secretly examined the battlefield. Everything met with his approval and he announced the contest dates: January 8-9, 1983.

Fate seemed to have taken a hand in helping him reach a decision, for on the day he arrived, the *LIFE* magazine appeared on the local news stands. He had arrived skeptical but was blown away by the *LIFE* spread. He turned to me and said "That's incredible." I smiled and asked, "That's a pun?" He looked at me puzzled and then laughed when he realized what he had said.

On the final day Simon was in Ottumwa, reporters were calling – the story has somehow leaked out. The *Ottumwa Courier* published my picture with an article on the front page of the afternoon edition. Simon was only mildly annoyed. The contest was a "go." Simon promised he would be back on January 5, 1983, at the head of a film crew from Chicago.

I congratulated myself on my business coup. Before Simon left, we signed a contract, and Twin Galaxies was paid $1,100 to cover expenses for the show.

By coincidence, on the same day that Simon left Twin Galaxies, *USA Today* called and asked me to do an editorial for their opinion page that proposed video games should be regu-

lated by parents – not government. Fortunately, the byline mentioning my name also noted the upcoming video game championship in Ottumwa, drawing even more media attention to the event.

In the *USA Today* article, I drew a logical parallel between the youthful player and the research scientist. I proposed that both were "... trying to unravel the same kinds of mysteries, while using similar methods."

But, back to the contest. To get ready for the competition, the people of Ottumwa, IA, came to the rescue. A local car dealership provided bar stools for the contestants' comfort. A sporting store loaned referee outfits for the presiding officials. And, miraculously, volunteer referees came from Kenosha, WI; Ypsilanti, MI; Omaha, NE; Moncks Corner, SC; and Salisbury, MD.

The local Radio Shack supplied Twin Galaxies with a computer system so the contest would be fully computerized. Bob Bradfield, Radio Shack's presiding computer wizard, took on the responsibilities of computerizing the scoreboard. Working with Mark Hoff and Lyle Holman, they programmed a Radio Shack Model III, equipped with disk drives, to handle the contest scores.

Our first logo, designed by **Bill Groetzinger** & **George Foster** in 1982.

While the contest was being finalized, Jim Jarocki of BALLY/MIDWAY – who was loaning us five copies of *Super Pac-Man* – called and

said, "Walter, Twin Galaxies has certainly become the number one arcade in America."

To continue the documentary started during the *LIFE* photo session, Sorflaten & Associates, an independent documentary filmmaker, supplied another film crew to film the "That's Incredible" TV crew while they taped the contest. The end product was intended to be marketed as a "Making of Twin Galaxies" documentary.

Volunteers continued to call in. Loads of kids volunteered to move games. I gave $50.00 to each kid after the contest was over. Finally, local KTVO-TV newsman, Cary J. Hahn, was made my co-referee.

To commemorate the event, the January 5, 1983, edition of the *Ottumwa Courier* reproduced the centerfold of *LIFE* magazine on its front page. It sold out immediately.

At last, it was time for the players to arrive. As in all sports, the newspapers immediately picked the favored winner: Todd Walker (19) of Milpitas, CA. Surprisingly, Walker would be the first to retire from video games at the ripe age of 19 with six years of video games under his belt. Rumor says that he went on to become a plumber.

The newspapers also enjoyed a little light-hearted controversy: "Why were there no girls in the contest?" Tom Larkin (16) of Dayton, OH, said, "I haven't seen a girl yet that's any good." Joella Spurgeon (15) of Ottumwa, countered by saying, "The reason the guys are good is because they are so dumb they keep on playing the machines."

It was during the "That's Incredible" event that video game players started the tradition of wearing their gaming achievements on their shirts. Darren Olsen's shirt, for example, was pictured on the front page of the *Ottumwa Courier*, claiming 25,207,353 points on *Centipede*.

On Saturday, January 8, 1983, the contest opened with a tickertape parade. Unfortunately, we couldn't get a marching

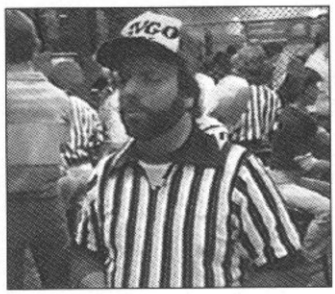
band. Even this classified ad in the *Des Moines Register* didn't bring us a band:

> **Wanted:** New or Used Marching band for "That's Incredible" show, Jan. 8th Parade at **North American Video Game Olympics** in Ottumwa. Call (515) 684-6421.

A news story by Sherri Ricchiardi appeared in the *Des Moines Register* on December 31, 1982 – but still no band materialized. Our parade almost made history, though, even without a band. On the night before the parade, a phone caller said: "How about dump trucks?"

"Pardon me?" I answered.

"You know, for the parade. We've got a fleet of dump trucks that'll line the entire street from one end to the other."



Cary J. Hahn announces to the cameras that the final game is now being finished and "we don't have any idea yet who the final winners are." *(Photo courtesy of Lewis Wilson & John Sorflaten)*

Cary J. Hahn, in referee outfit, leads Pac-Man and others down Main Street during the parade. *(Photo courtesy of Sue Adamo)*

I smiled. If this was culture shock to me, it would be even harder on Todd Simon. I found myself enjoying the thought. "We'll have dump trucks instead of a marching band. Great!"

Over the din of the room, I shouted, "Todd, dump trucks."

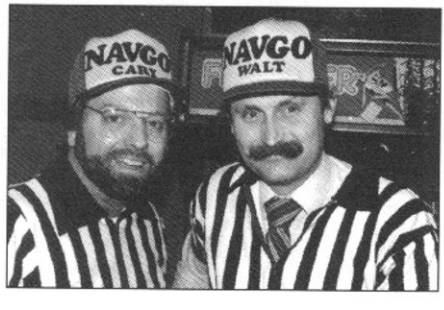
"What's that mean?" he yelled back.

"Someone on the phone will bring a fleet of dump trucks for the parade to make up for the lack of a marching band."

Our eyes locked in smiles. I added hurriedly, "If you say 'yes,' you'll probably start a national trend. You'll be able to proudly tell your grandchildren thirty years from now that you were responsible for the annual Macy's Day dump truck parade in New York City."

Simon said, "How can any real man turn his back on dump trucks?"

"OK," I said into the phone. "Bring the dump trucks at 7:00 a.m. and we'll put them in the Parade." When the morning



Top: **Lyle Holman** *and* **Mark Hoff** *keep the computers running for God and for country.*
Bottom: **Cary J. Hahn** *and* **Walter Day** *man the pumps as the official referees for the big event.*
(Photos courtesy of Cary Hahn and Sue Adamo)

came, though, no dump trucks arrived. It never happened. Fate had thwarted us.

At 8:00 a.m., the Parade started while nearly 200 frozen spectators cheered. Quite a few families had come out for the event as a result of the media attention generated by our search for a marching band.

A *Pac-Man* costume, donated by BALLY/MIDWAY, was worn by one of the players as he led the parade around the block three times in the cold twenty-five-degree weather. Oddly enough, the filming budget afforded only one camera, so the Chicago crew had to film each scene three different times – all from different angles. In place of a marching band, we had pick-up trucks with boom boxes driving slowly. Joe Lazio, wearing only a T-shirt and gym shorts in the freezing cold, lit the olympic torch while the crowd cheered to an empty street for the cameras. The parade, led by my co-referee, Cary J. Hahn, was only four minutes long. Then, Mayor Jerry Parker gave a welcoming address which he also had to repeat three times – all for the needs of national television.

Finally, the Chicago film crew taped the procession of the players as they re-entered Twin Galaxies and took up their places in front of their assigned games. Just as the national show was about to roll, Simon came over to me, annoyed. "What are all these girls doing here, in the contest area? Can you herd them out?"

I had noticed that the place was mobbed with beautiful teenage girls, but I hadn't had any time to question it. It turned out that each player had a following, a fan club of video game groupies, who were fluttering about his chair. I laughed – this was certainly something I hadn't expected.

The show was stalled until the girls could be removed, but it was not easy to get the girls out. Acting as a spokesperson, one girl said, "We can't go. They need us to take care of them. They need girl friends." This, it turned out, was only the beginning.

The star players would be treated like rock stars wherever they went during the next four years of contests.

The contest included four copies of each of the following five games: *Frogger*, *Millipede*, *Joust*, *Donkey Kong, Jr* and *Super Pac-Man*.

All the games were donated by the manufacturers and arrived brand new. They were uncrated by Hawkeye Amusement, a professional leasing company from Iowa City, IA, who had generously helped Twin Galaxies time and again during our national promotions. The all-important technical side of the contest was in Hawkeyes' competent hands and was executed superbly. Their technical support saved the contest from many potential pitfalls.

The rules were simple. The highest score on a game was set equal to 100%. Everybody else would be scaled accordingly. For example, a player with 100,000 as the high score would be 100%. A player at 50,000 points would be 50% and a player with 28,500 points would be 28.5%. Absolutely straight forward.

Over the course of Saturday and Sunday, the players got three chances on each game and they got credit for their highest score. Then, after everybody had achieved their highest scores on all five games, the percentages were added together to get the final overall percentages, which were used to formulate the final standings.

Todd Walker was the winner – 23% ahead of second-place Darren Olsen.

The top three finalists won complimentary subscriptions to *Joystik*, *RePlay* and *Playmeter* magazines and were invited to compete on the "That's Incredible" finals in Los Angeles, CA.

Here are the final standings:

1. Todd Walker	Milpitas, CA	69.58%
2. Darren Olson	Calgary, AB, Canada	46.84%
3. Ben Gold	Dallas, TX	46.17%
4. Joe Malasarte	Anchorage, AK	45.32%

Top: **Walter Day** *dramatically points to TV screen as* **Ben Gold** *is revealed as final winner.*
Below: The winners receive their trophies from **Mayor Jerry Parker**.
(Photos courtesy of Cary Hahn)

5. Eric Ginner	Mt View, CA	42.12%
6. Steve Sanders	Clinton, MO	36.97%
7. Steve Harris	Gladstone, MO	36.91%
8. Lee Whitney	Las Vegas, NV	36.87%
9. Tim Collum	Boyd, TX	35.58%
10. Jeff Stueve	Dayton, OH	30.66%
11. Matt Brass	Helena, MT	29.59%
12. Mike Lepkosky	Spring, TX	27.92%
13. Antonio Medina	Napa, CA	26.21%
14. Landon Rothstein	Hauppauge, NY	25.49%
15. Tim Foland	Spring, TX	21.16%
16. Joe Louks	Moncks Corner, SC	20.16%
17. Mark Sellers	Grand Rapids, MI	18.87%
18. James Marino	Hauppauge, NY	13.15%
19. Steve Juraszek	Mt Prospect, IL	12.95%

Ironically, Steve Juraszek, the hero of *TIME* magazine who had pioneered the first video game marathon, was in last place.

Frogger was the game that separated the winners from the losers. *Frogger* had a "kill screen" which would appear randomly. There was no way that you could get past it and no way you could guess when it would come for you. What this means is that certain screens would not allow you to jump your frog over the stream. It wouldn't line up the lily pads in a way that allowed safe passage. You could only sit there and lose your game.

It was *Frogger* that decided the final placement of the players. The space between second place and fifth place was so narrow, that anybody could have ended up right behind first-place Walker. Eric Ginner, who ended up in fifth place, may have been *Frogger*'s prime victim. In spite of his sensational skills, he only got about 15,000 on *Frogger*, simply because the game gave him the "kill screen" at an early point in the game while his score was

still low. This, of course, affected his average, lowering him out of the top four places.

The only real race was between Joe Malasarte (fourth) and Ben Gold (third). Their final scores were so close that no one knew who would be in third place until the computer flashed the final standings on the screen. Ben Gold just about fell to the floor. It was a very dramatic finish.

While the players were fighting their great battle, I was faced with my own war – dueling with the world media. The Iowa media, in particular, turned out in full force to cover the event.

I was caught in the uncomfortable position of denying many media requests due to the prior commitment to "That's Incredible." Luckily, the media coverage remained completely positive in spite of the tension caused by turning away numerous news crews.

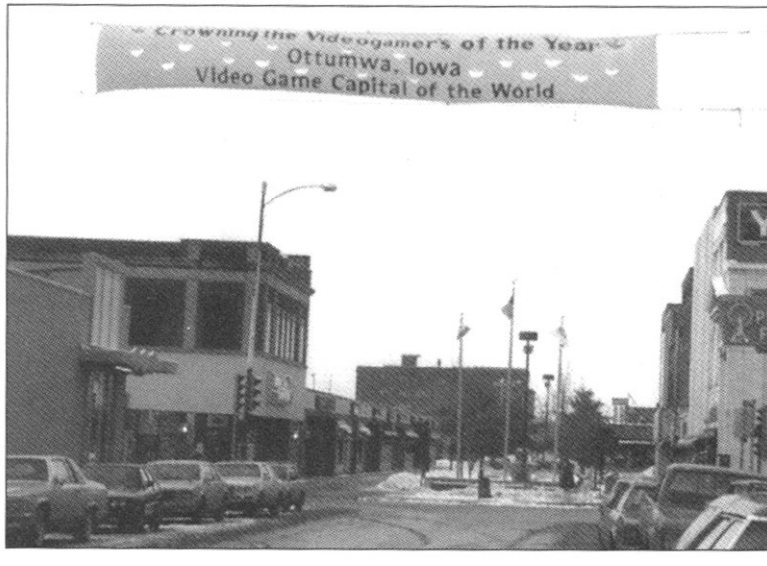
In one instance, for example, I was called out to the front door where a TV news crew from Des Moines, IA, was shivering in the intense cold, wanting to do the story. I told them that I had signed a contract with "That's Incredible" which prevented me from giving out the story. "They were guarding their show very jealously," I explained, "and wanted their show to be the first to air the story."

The newscaster's shoulders dropped and her face sagged. She was obviously depressed and upset. I said, "Look, I'll talk to Mr. Simon and see what I can do." Simon talked to them and, apparently, something was worked out because she left with a smile.

That night, the Des Moines news anchors announced: "Well it was a hard story to get, but we got it ..." and went on to tell the story of the first **Video Game Masters Tournament** – held exclusively for "That's Incredible." Except, at that time, it was called the **North American Video Game Olympics**.

A little later, a radio talk-show host at WHO-AM in Des Moines interviewed me live on the air during the contest. "Last summer," he said, "I heard that Twin Galaxies was the world's

Top: The interior of Twin Galaxies around the time of the contest. *Bottom:* Starting with the ***That's Incredible*** contest, the ***City of Ottumwa*** would hang banners across Main Street to celebrate all the video game events staged at Twin Galaxies. (Photos courtesy of Chris Ayra)



most famous video game arcade. I said 'Sure, right!' Then I heard that Ottumwa had declared itself the Video Game Capital of the World. That was even more amusing to me. But then I heard it again and again and again from impressive sources. I have to admit that you are undoubtedly the world's most famous arcade."

The only other significant battle being waged during the weekend was the non-stop siege the Twin Galaxies staff conducted against the "phone tribe." If we hadn't banned the players from using our phone, it would have been busy every minute for the entire weekend.

"How can this be," wondered my manager, Joyce Litch. "If all the top players are here, who could they possibly be calling out of town?"

So, the phone tribe was banned from the phone. Keeping the phone lines open for in-coming scoreboard calls was a monumental task. I think my staff deserves retroactive awards.

For the final awards ceremony, Mayor Jerry Parker came in and joined me as Master of Ceremonies.

On February 21, 1983, "That's Incredible" was aired to a national audience. I stood in the middle of a throng of people in Osco Drugs, beside the Twin Galaxies arcade. The local paper photographed the scene. Everybody was disappointed. We had all hoped that it would emphasize Ottumwa and make Twin Galaxies the main story. Instead, the Iowa segment was presented as merely a short build-up to the "That's Incredible" Olympics.

Interestingly, because the word "Olympics" is a trademark, it had to be deleted from the screen. On the night the show was aired, we could see that the word Olympics was gone from the banner stretched across Main Street. It had been abbreviated to say: the "**North American Video Game ...**".

Before Ben Gold went off to Los Angeles, he practiced eight hours a day for three weeks straight. Though he was hoping for cash, he came home with only a first-place gold medal. Todd

Walker and Darren Olson finished second and third respectively.

During the finals in Los Angeles, Ben Gold called Todd Walker the best overall game player in the country. "He has no weaknesses," Gold said. "Darren and I are closer in ability. Todd could blow us both away if he doesn't screw up."

That's exactly what Todd Walker proceeded to do. He messed up enough on *Burgertime* that Ben Gold sailed past him to win first place "I couldn't believe it," Ben told *Video Game Magazine*. "He screwed up bad."

The media talked about the contest for about three months. *RePlay* magazine liked our pentathlon (five-game contest) so much that they did a column on it in the April 1983 issue, recommending that all arcades conduct a similar tournament.

Our fame had grown tremendously. Twin Galaxies was now receiving nearly one hundred phone calls each day. The contest had whetted the nation's appetite for video game tournaments and the players – as well as the industry – had grown accustomed to miracles coming from Twin Galaxies.

And, the phone tribe would continue to call me every night. They were ready for the next adventure.

VII The Dodge City of Video Games

"Twin Galaxies Arcade is the font where video players worship ... ."
The Toronto Sunday Star
(March 27, 1983)

Though everyone in Ottumwa felt "That's Incredible" did not give Twin Galaxies enough coverage in the show, the rest of the nation disagreed. Twin Galaxies became a national phenomenon. For the next six months – until the end of the summer – Twin Galaxies enjoyed its sunniest period. We had become the world's only video game tourist attraction.

The *Toronto Sunday Star*, March 27, 1983, edition put it nicely: "Ottumwa, IA, may not seem like one of the bright spots on a map, but for thousands of video game addicts, it's the most important town on earth." Eddie Adlum, publisher of *RePlay* magazine, added to this thought in his April issue when he wrote: "There are other arcades in the country with more machines than Walter has on his floor, but few have the player-base loyalty that he enjoys."

I was now referring to Ottumwa as the "Dodge City of Video Game Playing" during phone interviews with radio stations. Somehow UPI learned of this novel PR angle and liked it enough to send Pat Noble to Ottumwa to do a feature story on the world's most famous arcade. She arrived unexpectedly in early February and loved the imagery of fast guns drifting into town, seeking to establish reputations as gunslingers of the video game world.

From the moment the story passed over the wires, on February 18, 1983, Twin Galaxies became the premiere vacation

destination of thousands of kids across the U.S. and Canada. The article first appeared in the *Arkansas Gazette* with the headline: "Ottumwa, IA: 'Dodge City of Video Games.'" Within a few days, the *Richmond Times-Dispatch*, *Houston Post*, and *San Francisco Sunday Examiner* carried it, too. It even appeared as late as June 24, 1983, in the *Prince George's Journal*.

One day at Twin Galaxies, a lady loomed out of the crowd and asked me to approach a man in the arcade and say, "I don't understand, I didn't think ministers played video games!"

When I did this, he laughed and said, "Oh, you've been talking to my wife. She always teases me about my video game playing." He explained how they were traveling from North Dakota to go back east and how he had dragged the family completely out of their way to visit the world's most famous arcade. "The whole family thought I was nuts," he said, "but I just had to come, if only to see it this one time."

Tourists were mobbing Twin Galaxies every day and I was even signing autographs and posing for photographs on a regular basis. A man from Minnesota hung around all day until I came in. He wanted a picture of us together in front of the famous scoreboard wall.

The attraction of Ottumwa was irresistible to some. Sue Adamo, in her *Video Games Magazine* feature on Twin Galaxies published in the April 1983 issue, noted that players would leave better equipped arcades to travel to Iowa at great expense because "Ottumwa is calling." And, with the superstars in town, the high scores could change any minute. Fifteen-year-old James Marino, of Long Island, NY, was quoted by the media while at Twin Galaxies as saying, "I held the record in *Stargate* for ten minutes once."

As my ambitions soared with our fame, I didn't take our success for granted. One of the first things I did was contact three different Hollywood producers with movie ideas – and two responded by sending their screen plays for our approval. Twin

Galaxies was being considered by these producers as either a filming location or as an actual part of each story line.

Our stars didn't shine in Hollywood, however – or so I thought until 1992, when Lennie LaBagh, a lawyer friend in Fairfield, IA, said, "Hey, Walter, you made the movies!" It turned out that a movie script referred to Twin Galaxies in a low-budget production called "Hollywood Zap."

The movie's hero, a drop-out from the New York financial world, left his old life behind to pursue a legendary video game player named the "Hollywood Zap." As the world's most skilled *Zaxxon* player, the Zap was constantly on the move, taking on all challengers, while staying one step ahead of the hero.

When asked how he had learned of the Zap's existence, the hero says, "I know of him, because the Twin Galaxies scoreboard in Iowa says he is the best player."

Television producers showed interest in our fast guns, too. In May, 1983, a New York TV production crew called wanting some good players in the New York City area for TV commercials. I recommended a few local players and, later, one of them called back to tell me that he was getting paid $1,000 per day for playing games while being filmed.

In addition to the movies and TV, Twin Galaxies almost embarked on a national radio career, too. A Columbus, OH, radio syndicator, Jameson Broadcasting, signed a contract to produce a radio show based on the scoreboard. Twin Galaxies was paid $1,500 in advance but no show was produced. Jameson said the show idea nearly sold but the radio networks signed on with a rival group instead of Jameson Broadcasting.

Among the more interesting bits of media coverage we enjoyed during this period was in the February issue of *Blip Magazine*, published by Marvel Comics. A two-page spread introducing Twin Galaxies and its scorekeeping responsibilities was penned by George Sullivan for Marvel's youngest readership.

One of Twin Galaxies' greatest media coups was realized when *USA Today* carried our scores in the "Lifeline" column on

April 22, 1983. "Lifeline" carried us again in the July 1, 1983, edition when Tom Asaki faced off with *Nibbler* in his quest for the first billion-point game. The headline said: "Records, like Promises, are Not Always Meant to be Broken," as it related the story of his third failure on *Nibbler*.

Among Twin Galaxies' greatest devotees were the Canadians. I was on Canadian national radio shows many times each week. I remember, for example, being on the "Scott Robbins Show" on Toronto's Q-107 in April and hearing live call-ins from virtually every major city in Canada.

The Canadian media was more interested in high score attempts than their counterparts in the states. They went wild when a Canadian beat an American for a high score title. The Canadian media made Ottumwa a distant mecca to kids in Canadian towns like Burnaby, Lloydminister, Saskatoon, Dawson's Creek, Calgary, Winnipeg and Port Alberni.

We weren't overlooked by the big boys, either. When Alice Noble's UPI article went out in February, *The Toronto Star* called to do their own version of the story. *The Star* was extremely enthusiastic and encouraging. "Twin Galaxies Arcade is the font where video players worship," they wrote. I told the reporter that "Ottumwa" was an Indian word for video game and he included that in the article as a quote.

On over a hundred live radio shows, I warned the listeners that Ottumwa was not a normal midwestern city, but a town of video game gunslingers and *Pac-Man*-hardened drifters, who could whip you in *Tempest* or *Defender*, as well as *Donkey Kong* and *Centipede*. I promised that the summer months would find the best players in the world in town to show off their prowess and challenge each other to showdowns.

My prediction proved to bear fruit. When school let out in June, the gunslingers began to arrive to challenge each other. *Computer Games* magazine, upon learning about the impending gunfights, offered to give feature coverage to each showdown.

The Think Tank Arrives

First, Chris O'Brien, a fourteen-year-old kid from the Sacramento, CA, area arrived to prove that he had surpassed one million points on *Ms Pac-Man*. He was accompanied by his manager, thirty-year-old Doug Nelson, a Californian who had invested heavily in the book rights for this kid's playing techniques.

The two came to Twin Galaxies to promote their forthcoming strategy book on *Ms Pac-Man* and to face down the cries of "fake" coming from other *Ms Pac-Man* players. O'Brien was actually quite good, having gotten well over 200,000 points, but the "Bozeman Think Tank" from Montana had also arrived to challenge him. The three members of "The Tank" were scoring close to 400,000 at the time, but O'Brien was claiming that he had broken *Ms Pac-Man* wide-open with a big million.

Tom Asaki, Spencer Oueren and Don Williams – all from Bozeman, MT – were masters of the grouping technique, a strategy used only by advanced *Ms Pac-Man* masters. Grouping employed a slow, calculated approach to *Ms Pac-Man* that kept the monsters piled on top of each other to better keep them under control. Grouping was the safest method to achieve high scores. O'Brien, on the other hand, described his technique as "fast thinking and experience."

The Think Tank started out studying *Ms Pac-Man* together at the Games Are Fun Arcade in Bozeman, MT, but then decided they needed their own machine to master its intricacies. So, they bought one. In those early days, a fourth friend (Joe Wingard from Whitefish, MT) was a member of the group, having been the first to reach the 201,000 mark in June of 1982. But then Joe faded away from the club.

Twin Galaxies first heard from the Montana players in early 1983. They had been achieving high scores since late 1982, but had never been reporting their scores to Twin Galaxies.

"We saw Twin Galaxies' high scores in the magazines in 1982," explained Tom Asaki, "and thought, 'Wow! how will we

ever get scores that high.' Of course, we didn't know it at the time, but the 347,000-point high score reported on *Ms Pac-Man* was false. We didn't learn until later that people had been lying to Twin Galaxies about their scores."

So, the Think Tank rolled up their sleeves and said: "If they can do it, so can we." And, with the belief it could be done, they figured out *Ms Pac-Man*.

During their research, Spencer became the first *Ms Pac-Man* player to ever achieve a perfect game. To accomplish a perfect game means you have to "eat" every monster that turns blue until you reach the advanced boards where they no longer change to blue.

Twin Galaxies first heard from the Think Tank when Tom Asaki suddenly made a quantum leap forward for the group. In an arcade in Great Falls, MT, Tom put together a game that resulted in a score of 393,000 points. Fortunately, six people were watching as witnesses. The Think Tank now knew they were the best. The new Twin Galaxies high score at that time had now risen slightly to 388,000 points and they had beaten it. They were ecstatic.

Spencer Oueren, Tom Asaki and **Don Williams** – the ***Bozeman Think Tank*** – photographed in front of the Twin Galaxies International Scoreboard wall in June of 1983. *(Photo courtesy of Scott Morgan)*

Ironically, the 388,000 score that The Think Tank was chasing, proved in time to be a fraud. Asaki, Oueren and Williams had been chasing ghosts – ghosts who had inspired them to believe that boundaries didn't exist on *Ms Pac-Man*.

In the course of the *Ms Pac-Man* face-off, Chris O'Brien was barely able to muster a score near the 230,000 level. On a pleasant note, however, Don Williams took a liking to Chris and taught him a bunch of *Ms Pac-Man* tricks that boosted his score to the 270,000 level. Chris O'Brien went home a greatly improved player – and no longer claimed one million points.

As for the champs, Tom Asaki, Spencer Oueren and Don Williams respectively scored 419,950, 411,000 and 351,000 during the showdown – the three highest *Ms Pac-Man* scores in the world at that time.

As the summer began, a few of the game manufacturers became impressed with our media exposure and offered to loan us games to use in the showdowns. The original SEGA company from the golden age – not to be confused with today's manufacturer of the Saturn home system – was the first company to take Twin Galaxies under their wing.

In June, SEGA gave us an indefinite loan of their four current titles: *Championship Baseball*, *Star Trek*, *Buck Rogers* and *Congo Bongo*. Not to be outdone by SEGA, WILLIAMS ELECTRONICS trusted Twin Galaxies with two copies each of *Joust*, *Moon Patrol*, *Motorace USA*, *Sinistar* and *Bubbles*. The games were to be returned in December – except for one copy of *Bubbles* which was donated to Ottumwa High School as a research tool for the electronics lab.

Not surprisingly, the nation had developed a raging passion for marathoning video games at this time. And, the most promotionally-minded players began to choose Twin Galaxies as the place to prove their marathon skills. Time and time again, I was required to stay up all night (or nights) to watch a visiting superstar raise the world record on *Q*bert* or *Robotron* to astronomical heights.

Tom Asaki was the most dedicated marathoner of them all. After the Bozeman Think Tank thoroughly deflated Chris O'Brien's *Ms Pac-Man* claims, Asaki stayed on to play *Nibbler*.

Until *Nibbler* came along, no video game had ever given a score of one billion points. Most scoring counters turn over at 100 million or less, but not *Nibbler*. *Nibbler* would extend the score to nine billion before turning back to zero.

Twin Galaxies was offering the high score crown to whomever could break the magic billion mark. Many players started around the nation, but all failed. Over time, Tom Asaki came to Twin Galaxies again and again to attempt the first billion-point score.

As Asaki's quest for one billion points gained national attention, ROCKOLA MANUFACTURING took a keen interest in the outcome. When we suddenly found ourselves with no working *Nibbler*, Bette Lockhart, Executive Assistant to David Rockola, rushed to Ottumwa with a two brand new games: a freshly uncrated *Nibbler* machine and an equally-as-new *Eyes* game. With little urging, ROCKOLA offered a free *Nibbler* to the first champ who eclipsed one billion points.

Tom Asaki's heroic efforts were carried by the national wire services as he bombed out on numerous consecutive attempts. His attempts, in order, went like this:

838 million – Tom lost his last man after forty hours.

707 million – Tom lost by going over 127 maximum stored men (the machine automatically eliminates your saved up men when you accrue more than 127 total men).

793 million – This was the heartbreaker as the joystik broke during this game. The *Nibbler* was frozen in the top left corner of the screen. Scoreboard expert, Bob Bradfield, got under the playing field and started hitting the joystik with a screwdriver, trying to free the *Nibbler*, suddenly the game blanked out and came back on.

120 million – This try resulted in another broken game. Asaki said, "I just sat there and watched my men die."

When Steve Harris passed out in Twin Galaxies' back room from fatigue during one of Tom's marathons, a photograph was snapped of him lying on a mattress, looking seriously disheveled. *Computer Games* magazine somehow published the photograph and labeled it as Tom Asaki, asleep after the game. (Ha! I have since sold this photograph five times, once claiming it to be Madonna and identifying it as Elvis four other times.)

Another player – Tim McVey, local Ottumwan – had all the same bad luck that Asaki did. He finally won the *Nibbler* game from ROCKOLA when he reached 1,000,042,270 points on his seventh try. His first six tries ende up like this:

168 million – Tim ended when a turned-off circuit breaker erased the score.

403 million – Tim dropped from fatigue after 22 hours.

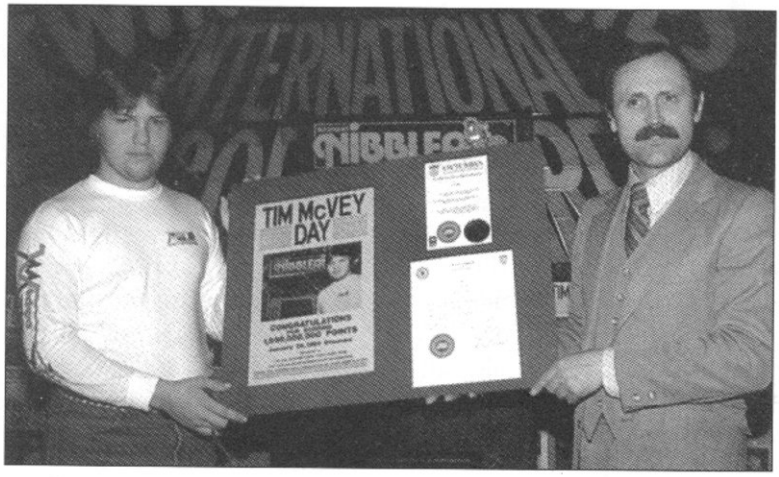
113 million – Tim lived but the joystick died.

716 million – Tim lost his last man after 31 hours.

410 million – Tim watched as the screen blanked out – it was suspected that someone pulled the plug.

208 million – Tim was feeling great before a turned-off circuit breaker erased the game.

On his seventh try, Tim won a brand new *Nibbler* game when he scored **1,000,042,270 points**. To honor McVey's achievement, the City of Ottumwa declared January 28 to be **Tim McVey Day**. I made posters and hung banners in celebration. *Computer Games* magazine published a feature article on the event in their July 1984 edition written by Paul Stokstad. The most beautiful touch came when McVey's elderly mother cried tears of joy for her son. Officials from ROCKOLA attended the ceremony and awarded McVey his own *Nibbler* game as a prize. McVey later traded it for about $200 worth of game tokens to a rival arcade down the street.



Tim McVey gets his awards on *Tim McVey Day* from **Walter Day**. Behind them you can see the free game presented by ROCKOLA. (Photo courtesy of Cathy Meddin-Robinson & Computer Games Magazine)

Meanwhile, marathoning was the rage in Ottumwa. Kids were coming from all over the country to keep Walter Day up all night. It was partly out of self-preservation that I started implementing the new rules now known as the **Twin Galaxies Tournament Settings (TGTS)**. In time, under the new rules, marathons would be banned. Marathons, I was convinced, were unhealthy for the players (and for me, too) and didn't really prove who was the best.

On top of the threat to the players' health, marathons are the toughest to score. Most games have score counters that turn back to zero after one hundred thousand points; later, the counters turned over at one million points. This means that the witnesses have to watch the score counter turn over to zero again and again. Each time it turns over, the fact has to be logged on a time sheet. Unfortunately, the games have to be watched and witnesses have to be trusted to stay awake and be honest.

During the Dodge City period of Twin Galaxies, there were one or two marathons going on every day somewhere in the world. I would be interviewed, for example, by the Australian, Irish, or Israel media as part of an average day – all about marathons attempted in their homelands.

Much of the Twin Galaxies rulebook was written from incidents we faced while judging marathons. For instance, one person once walked away in the middle of his game and his friends played it for him to keep it going.

The obvious rule: No one else touches the controls during a high score attempt or the game is forfeit.

To help verify scores, I started a network of Scoreboard Correspondents (still going on today). These were zealous players who lived and breathed video games. Todd Walker, of Milpitas, CA, for example, was witness to a *Missile Command* marathon which committed every possible violation. The machine was blanking out, the score was being improperly logged and the kid was taking off time for naps. Walker then entered the room and announced that he was an objective witness sent by the scoreboard. When he called them on the carpet for the many irregularities he saw they went nuts. He courageously stood his ground and then reported to me. The kid's supporters deluged the scoreboard with protests for a week.

The Dodge City era ended with a flourish of magazine articles. The nicest summation of this period was published by *Computer Games* magazine in their December 1983 edition, which had a feature story on the players who came up through the ranks at Twin Galaxies. Written by editor Steve Bloom, the article included a large color photo of the players photographed at Twin Galaxies during the *LIFE* magazine session.

Entitled, "Video Game Superstars! How They Turn High Scores into Big Bucks," the piece went on to discuss the trials and tribulations of Eric Ginner, Leo Daniels, Steve Sanders and

Alvino Williams was among the thousands of players who overwhelmed **Twin Galaxies** with photos and scores during 1983. On January 15, 1983, Alvino scored 9,747,750 points on *Joust* in about four hours at The Hop In Convenience Store in Winston-Salem, NC.

Walter Day as they tried to make their mark in the video game world.

Leo Daniels, for example, was offered a magazine contract to write articles on game tricks known only by the experts. He was paid $100 per trick. None of the other players could get Leo's tricks to work. "Man, he's got to be making these tricks up," laughed Ben Gold. "They're bogus!" When I asked Leo about it, he would just smile and say, "These tricks are only for experts."

Steve Sanders got at least one really weird job through Twin Galaxies. AETNA Life Insurance called and asked for a star player on *Pac-Man*. On my recommendation, they flew Sanders to New York City to play *Pac-Man* for an educational video for third grade students. Only his hand appeared in the video.

Twin Galaxies' Dodge City era put the players on the map. High score competitions flourished and the video game superstars had become big news. And, with a little luck, I didn't have to stay up too many nights monitoring marathons.

VIII The Governor's Visit

"It was a day that other American cities might envy.
Ottumwa was officially being named the
Video Game Capitol of the World."
Ottumwa Courier
(March 19, 1983)

The Dodge City Era of Twin Galaxies actually began with the visit of Iowa Governor Terry Branstad on March 19, 1983. Because of the significant events that occurred on that single day, I have set it aside as an individual chapter.

This chapter begins with a simple thought. One day in early February, the thought entered my head to call Governor Branstad in Des Moines, IA. "Why?" I asked myself. The answer was obvious: Twin Galaxies was bringing favorable publicity to the state of Iowa and Branstad should give us an award. But how could I make this happen?

I called the Governor's office the next morning and described the scenario to Branstad's travel secretary. I pointed out how creative our mayor had been in declaring Ottumwa the "Video Game Capital" and how the entire town had pitched in to make the Video Game "Olympics" a success.

"The Governor's office should give Ottumwa an award for its creativity and declare us the 'Video Game Capitol of the World,'" I said. Then I went out on a limb. "Besides," I added, "I'm pretty sure the video game industry would consider presenting Governor Branstad with an award for his pioneering vision and creative actions."

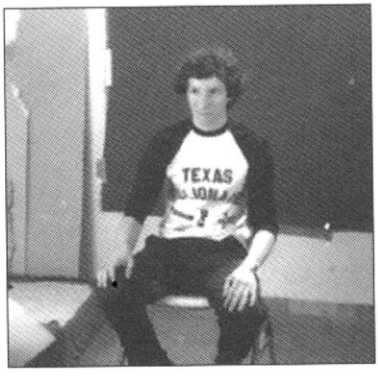
The secretary perked right up. "Are you sure?" she asked. "I'll double check, but I'm certain this could happen," I answered.

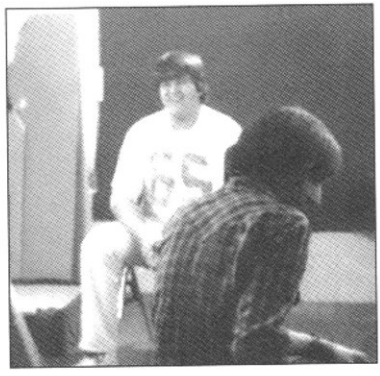
"Governor Branstad wants to come to Ottumwa and visit but has no particular reason yet – but maybe he could come for this," the secretary said. I responded, "I'll arrange the video game industry celebrities from my side and await word from your office."

Upon hanging up the phone, I called around the industry and found that the most promotionally-minded individual, capable of recognizing the potential of this coup, was Glenn Braswell, Executive Director of the **Amusement Game Manufacturers Association (AGMA)**. By luck, I found him immediately and described the potential visit from the Governor of Iowa. He agreed that the Governor should be given industry-wide recognition for this bold step – if he chooses to take it. Braswell then said he would research the possibilities of an **AGMA** response.

I called the Governor's office back and told them that the Industry was considering an award on behalf of the worldwide video and pinball industry. She was very impressed and passed it on to the Governor. I found myself in the middle, caught between two powerful forces, doing a sort of business deal. Based solely on my guidance alone, the two sides were being brought to the bargaining table without either side realizing how tenuously the event was swinging in the winds of fate. I stopped and thought about the similarities between this project and the **North Carolina Versus California Playoff**, which had also sprouted from a simple impulse.

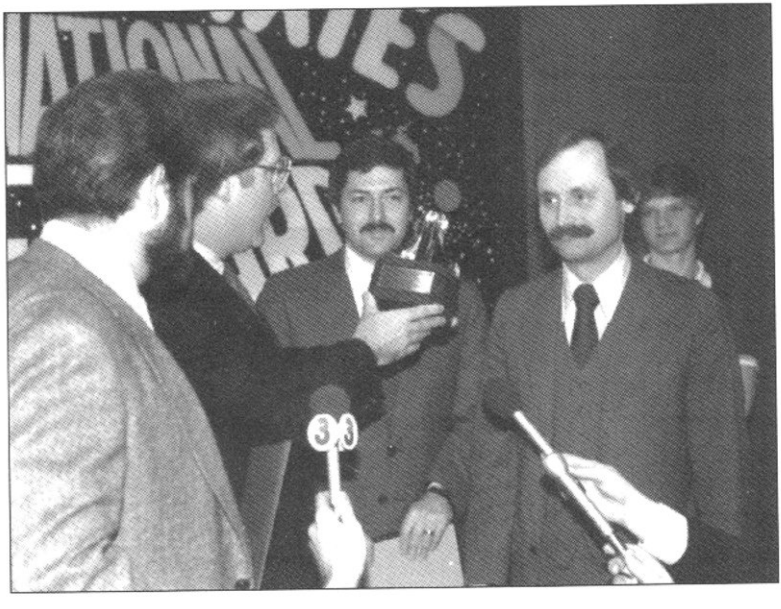
Left to Right: **Eddie Adlum, Walter Day, Glenn Braswell** *and* **Don Osborn** *join together to cut the Celebration Cake. (Photo courtesy of Sue Adamo)*





Above: **Tim Foland** *(left) of Spring, TX, and* **Robin Bowman** *(right) of Moscow, ID, are filmed during the Governor's visit. (Photos courtesy of Sue Adamo)*

Below: **Walter Day** *receives an award from* ATARI. *(Photo courtesy of Cary J. Hahn)*



Braswell called back the next day, very excited. He had now received feedback from everyone he had called, but needed a definite answer on whether this was really happening or not. I told him they were just as serious as he was.

"If it doesn't happen," I said, "it is due to an unforeseen fate that lies beyond our grasp." He accepted my answer and began to assemble a group of industry illuminaries to come to Ottumwa.

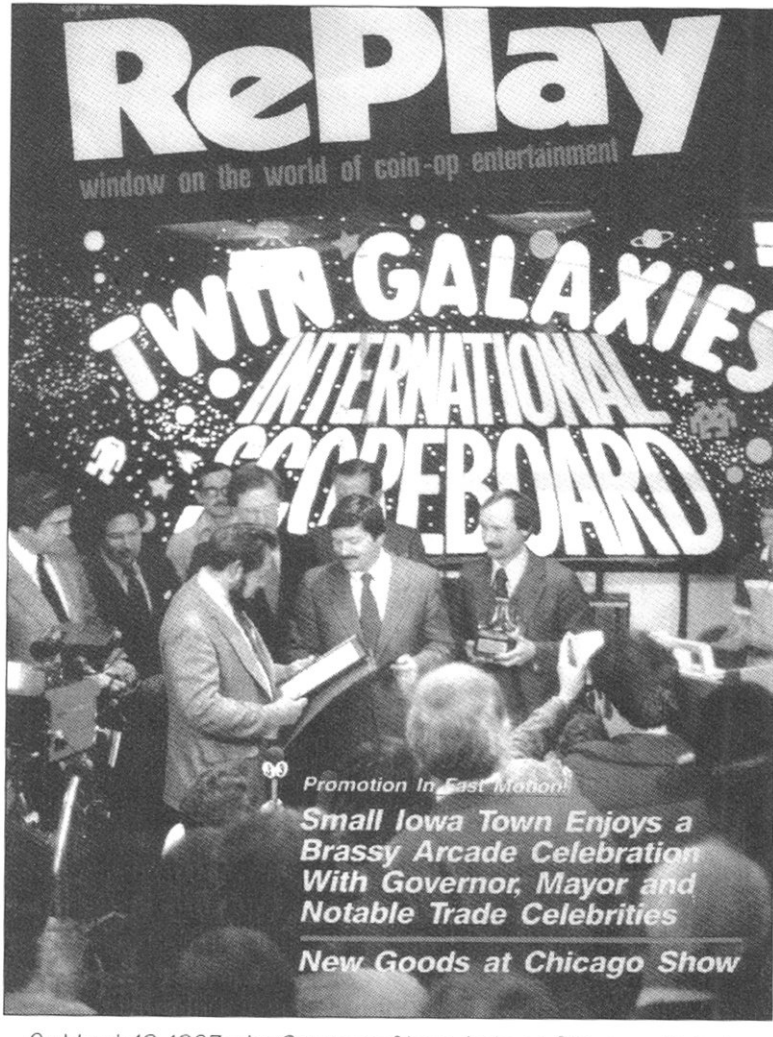
I told the Governor's office we were waiting for their decision. The Governor chose March 19, 1983, to come to Ottumwa because it coincided with the local St Patrick's Day parade.

Two days before the Governor arrived, the players began trickling in. Of all the players, Billy Mitchell, in particular, gave me no end of embarrassment. The *Ottumwa Courier* reported the players' presence and began a front-page article with a quote about Billy Mitchell: "He told the principle there had been a death in the family and that he would have to miss five days of school. But nearly everyone else in his Hollywood, FL, high school knew he was going to Ottumwa to try and break world video game records and see the town that is the 'video game capitol of the world.'"

Yes, it was on the front page. Fortunately, the rest of the article proposed loftier principles. "Mitchell attributes his success to his questioning mind. Mitchell finds faults in the game, figures out its program and essentially beats the game."

Another star player in town to attempt new world records was Steve Harris. He was the only player who ever took the time to write me a thank you letter after an event.

On March 19, 1983, Twin Galaxies was mobbed. I invited players from all over the nation to come and show off their skills and meet Governor Branstad. Braswell brought Don Osborn, the President of ATARI, Margaret Lasecke of ATARI and many old-time coin-op people. Eddie Adlum, the publisher of *RePlay*



On March 19, 1983, the Governor of Iowa declared Ottumwa, IA, to be the Video Game Capital of the World. *RePlay* magazine immortalized **Governor Branstad's** visit with a colorful cover (April 1983). (Photo courtesy of *RePlay* magazine)

magazine, came in person and made the event his April cover story.

Braswell told me in confidence that he had friends in the White House who were involved in planning President Reagan's activities. They liked this event and were trying to streamline the approval process to get Reagan to Ottumwa for the

When **Sue Adamo**, editor of *Video Games Magazine*, came to Twin Galaxies to document **Governor Terry Branstad's** visit, she was fascinated by the crowds of players who flocked to the International Scoreboard. She had everybody visiting that day gather in front of the scoreboard wall for a group photo.
Front row, left to right: **Doug McAtee, Tim Foland, Ben Gold, Mike Puskarich, Steve Harris** and **Lyle Holman**.
Second row, right to left: **Pete Corpeny, Steve Sanders, Billy Mitchell** and **Robin Bowman**.
Standing, left to right: (unidentified player), **John Saffel, Spencer McAtee, Judd Boone, Lee Whitney, Walter Day, Mike Buck** and **Roogie Elliot**.
(Phot courtesy of Darlene Engelman)

ceremony. Iowa's Governor Branstad was a new Republican Governor and President Reagan owed him a visit. Furthermore, a trip to the Midwest was not a bad idea – especially one that focused on the interests of America's youth.

"They didn't just *like* the idea," Braswell said. "They *loved* the idea." But, the Secret Service would not go for it because there was no time to check out Ottumwa and to safeguard the President.

On the day of the event, the *Ottumwa Courier* said, "It was a day that other American cities might envy. Ottumwa was officially being named the Video Game Capitol of the World."

Branstad's arrival was met by a vast sea of local and national media. "Oh," marvelled one of the ladies from ATARI, "the Governor's so young and handsome."

Branstad came in and shook each person's hand. Glenn Braswell acted as Master of Ceremonies as Don Osborn, representing ATARI, passed a commendation to the city, declaring Ottumwa, IA, to be the "Video Game Capitol of the World." Both the Mayor and I received trophies from Osborn topped with the ATARI symbol.

The inscription on the trophies said that ATARI "Commends Ottumwa Mayor Jerry Parker and Walter Day of Twin Galaxies for their key roles in providing a forum for the youth of Iowa to experience a play-oriented introduction to the computer age."

Braswell rounded up nice letters of congratulations from Iowa Senators Charles Grassley and Roger Jepsen and Iowa Congressman Jim Leach. Grassley pointed out that "... being named 'video game capitol' was not an unusual distinction since Iowans are always on top of the world." Branstad said he played *Pac-Man* at home with his son. He said "Video games are a way for young people to learn about computers in a fun way."

The grand finale was a *Pac-Man* showdown between Mayor Parker and Governor Branstad. Parker said maybe he shouldn't compete because he didn't like to lose and if he did, he might pop Branstad.

Parker won a quick and exciting game – 13,850 to 7,180. He didn't even hit the Governor. I wonder if Twin Galaxies would have become more famous if the Mayor had socked the Governor?

Branstad joined the parade and took the huge media entourage with him. The St Patrick's Day parade consisted of about eighty marching units in forty-degree weather. The crowd was large and Branstad rode in the first car.

With the Governor gone and the industry bigwigs out of the picture, Twin Galaxies got down to its final item of business: a man had arrived from Boston with an idea for a Circus.

IX The Electronic Circus

The kid fell off his stool when the gorilla smashed its fist against the video game screen.

The teenage kid had been nervous from the start. He had accepted the dare to come into the tent and compete against the world's only video game-playing gorilla, but the gorilla had been giving him vile looks the whole time, generally scaring the wits out of him.

Until now, the gorilla had been content to simply push the joystik idly back and forth while leaning precariously backwards on its stool. Suddenly, leaping up with a howl, it punched the video game and then slammed it sideward against the machine the kid was playing.

The kid got up off the floor and ran out of the tent. Behind a curtain, ten players were swallowing their laughter, trying desperately to not be heard as the next brave contestant was led in to face Conga the gorilla.

Billed as **The Electronic Circus'** video game champ, Conga would face all challengers on SEGA'S popular *Congo Bongo* game.

Conga did not like to lose. No challenger ever finished a game with him, because Conga would go berserk and tear the place apart if he started to lose.

The next player to face Conga was a man in his early twenties. Though the challenger showed signs of being a great *Congo Bongo* player, the gorilla pulled out in front with some clever moves.

Conga took his hands off the joystik and began stroking his fur. The gorilla's score continued to mount upwards – even without him playing the game.

"How's he doing that?" The player asked out loud, wide-eyed.

Then the gorilla rocked the game back and forth – and its score leaped ahead even faster. The man, who was taking all this in, watched the gorilla perform incredible moves – even without touching the controls.

"Hey!" the man said, turning towards Conga. "How are you doing that?"

As if to answer, Conga let out a shrill howl and jumped up and down, smashing his fists on the game console. The challenger exited immediately. Another match was over and Conga, as usual, was the victor.

Behind the curtain, Steve *"Congo Bongo"* Harris turned off the *Congo Bongo* game which had secretly been controlling the gorilla's machine.

"You play an unbelievable gorilla," Harris said in admiration, emerging from behind the curtain.

The gorilla took its head off and shook hands with Harris. "You play a great game of *Congo Bongo*," replied the gorilla-who-turned-out-to-be-a-man.

Conga was the hit of **The Electronic Circus**. But he wasn't the only show in town – twenty of Twin Galaxies' superstars had signed up to star in acts, tournaments and game-playing demonstrations during the fledgling Circus' grand opening tour in Boston, MA (July 15-25, 1983).

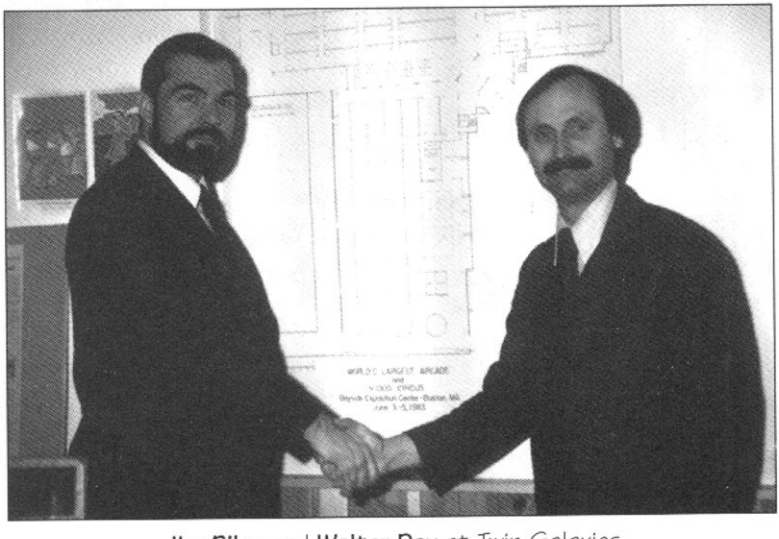
The road to the circus began for the players when Meeting Planners of Boston, the creators of the Circus, came to Twin Galaxies to offer the players professional video game contracts. I was very motivated to help the Circus become successful. Jim Riley, the visionary behind **The Electronic Circus**, had offered Twin Galaxies twenty-five percent of the show's revenue for rounding up a team of superstars to perform.

This all happened during Governor Branstad's visit, when Sue Adamo, editor of *Video Games Magazine*, came from New York City to interview Jim Riley and the players. She wrote: "Jim Riley of Meeting Planners of Boston, MA, is here to talk

about staging a traveling show – **The Electronic Circus**. In a back room Riley is talking to players about the event."

Jim Riley opened their eyes with the prediction that the top players would make $3,000 per week. He promised endorsement monies from the manufacturers. The annual tour would include 200 cities in forty weeks. Riley had great expectations. "It may take us five years," he said, "to get video gaming as popular as tennis. But we're going to work toward that."

Riley wanted more players. He put Steve Sanders to work finding more superstars. Billy Mitchell was asked to help on at least one occasion. He called a man who had submitted a score of 11 million on *Donkey Kong* and said: "I am authorized to offer you $6,000 per week to demonstrate your *Donkey Kong* skills at **The Electronic Circus**. And with endorsements, it could easily rise to $50,000."



Jim Riley and **Walter Day** at Twin Galaxies signing up the players for ***The Electronic Circus***. *(Photo courtesy of Darlene Engelman)*

With little hesitation, the man said, "Oh, I can't take off time from work because I can't afford the drop in income." Billy, not believing what he was hearing, said, "We're offering you $6,000 per week to play *Donkey Kong* every day at the Circus."

"I make a lot of money hustling people in arcades, beating them on *Donkey Kong*. I already make far more than $6,000 per week by playing *Donkey Kong*. I simply can't go."

"Well," shot back Billy, "I am prepared to offer you even more money to come. How much do you need?" By now, the man was showing signs of becoming distraught and said, "Dinner's ready, you'll have to call me another time."

Billy tried to call again later that week to entice him with more money, but the man's number had been disconnected. We were all dumbfounded by the man's audacity. (Actually, there never were video game hustlers operating during the golden age. Though Hollywood scripts push the concept of a video game hustler, Twin Galaxies never came across a single instance of a superstar traveling from arcade to arcade, supporting himself by betting money on his video game playing skills. Though pool playing immortalized this tradition, video game playing never went in this direction.)

A bolt came from the blue as the Circus suddenly cancelled its agreement with Twin Galaxies. Once the players were signed to **The Electronic Circus**, Twin Galaxies was dropped like a hot potato. I didn't hear from them for two months – until the players rebelled and, as a group, demanded that they bring me back in. I was flown to Boston on July 13, 1983 – a mere two days before the July 15 opening date and the show lasted only five days.

If it hadn't been for the "*Women at Work*," I would never had joined the **The Electronic Circus**. The Circus had management failure a mere week before opening day. A team of business women called *Women at Work* were hired to eliminate all bottlenecks and get the show back on track for opening day.

I Arrive at the Circus

After all the players arrived, Jim Riley announced that each player would receive only $200 per week – approximately one-fourth of the original agreement. The players rebelled and threatened to form a union. In the ensuing meeting with the *Women at Work* acting as the mediators, an agreement was worked out which even led to Twin Galaxies being brought back in at $1,500 per week. I was flown to Boston the next morning,

I was to be the Ringmaster – yes, dressed in an authentic Ringmaster's outfit. My chores were to show the television reporters around and make public presentations of the players. I was met at the Boston airport by a contingent of the players. "Oh man, the Circus is wild," Billy Mitchell said after greeting me. "Riley is already mad at us cause we already got thrown out of our first hotel."

It was true and it was the only time I didn't feel responsible for the players getting evicted from a hotel – simply because I wasn't there yet. It seems the elegant Boston Colonnade had been their initial hotel. From the very first night, the hotel was in a state of alarm as the players spent the night bombing the back ally with M-80 firecrackers, thrown from their hotel room windows.

"Did you guys hear the gunshots last night?" a suspicious doorman asked the next morning. "The word in the hotel is that the police are investigating gun battles between rival gangs in the area of our hotel. They were shooting up the alley last night."

The kids kept the hotel in a state of shock for two days until Steve Sanders, who Riley had appointed as team captain, flushed the fireworks down the toilet because he thought the team was being irresponsible.

On the second day of their stay, they jammed the elevator – a wondrous feat that required a rescue squad from the kitchen to get them out. The elevator was equipped with double doors – an inner and an outer set. The players would force open the

inner doors while the elevator was traveling between floors, causing the elevator to pause in its journey. After two days of doing this, the inner doors refused to return to the closed position and the ancient elevator simply gave up and became marooned.

There were doors on both sides of the elevator – neither of which would open. The players, not knowing what to do, called for help. Todd Walker picked up the elevator phone and said, "Hey, man, we're stuck in the elevator. Get us out."

Looking through the crack of the exposed outer door, they could see the kitchen staff preparing lunch. "Help!" they shouted through the door, but the cooking crew could not hear them. Everybody relaxed, waiting for rescue to arrive. Jay Kim, the youngest of the players at fourteen, was leaning against the outer doors – because the inner doors had already been pried open by the players. Suddenly the world's largest spoon plunged through the narrow gap between the closed outer doors and jabbed him in the butt, making him jump across the elevator compartment and smash into Billy Mitchell. The kitchen staff was rescuing the players by prying the doors open with that monstrous spoon.

With the door now open, the players stepped down three feet to the kitchen level and hurried out through the waiters' entrance into the dining room. Meanwhile, all sorts of other rescue groups were converging on the elevator to see if the kids were still trapped.

But wait, there's more: Now comes the legendary revolving door story. Entering the lobby, they saw the beautiful ancient revolving doorway that led to the main street. It seemed to beckon to them. It was made of pure glass and was obviously a landmark in Boston.

As was typical of the players, this new discovery offered more fun than they could handle. They crowded into the four compartments of the revolving door, filling it beyond capacity. Then more players got in. And then even more. Then, while

staying inside the door's compartments, they began to run around and around, going faster and faster. The door spun wildly, emitting dangerous groans. They huffed and puffed, and snorted and giggled and refused to stop and get out when the alarmed concierge tried to take command.

They were oblivious to the concierge's attempts to try and save his beloved door. Instead, they went faster and shouted louder. Finally, the door spit them out in two piles: one in the hotel lobby and the other out on the sidewalk. That night found the players in a different hotel.

The next morning at **The Electronic Circus**, an irate Jim Riley decided to put the manic energy of the players to good use: Promoting the Circus. "Here," he said, as he handed flyers to the players. "Go out and stick these on windshields. Put them anywhere that will get the public to this show."

It was at this moment that I arrived from the airport. Billy Mitchell grabbed my suitcase and started heading for the entrance to the Circus. Standing in the parking lot, I saw two players (Darren Olson and Ken Vance) walking among the cars, putting flyers under the windshield wipers.

"Hey, you guys, I made it," I announced with an exultant smile. They waved and shouted congratulations. She one of the *Women at Work* was brought out to greet me. She was very warm and friendly, thanking me for coming to help with the Circus.

Looking over at Darren and Ken in the parking lot, she suddenly said, "Wait! No! No! You have to put the flyers out there someplace," she said as she swept her hand in a wide gesture, indicating the rest of the city. "This is the Circus parking lot. You've just put a flyer on *my* car. Every car in this parking lot belongs to someone already inside working on the Circus. You've gotta go somewhere else!"

"Thank you," she added with a smile as Darren and Ken sheepishly walked away.

Inside, I met Jim Riley for the second time. He was an absolutely brilliant thinker. One of his quirks was a fascination

with the idea of training chimpanzees for the Circus. There was a chimp on television who could play *Pac-Man*, but who became violent (so Riley said) if he lost. Riley wanted this chimp for the show and had asked me – during his visit at Twin Galaxies – to make inquiries about it. I had found that the chimp was unavailable, so Riley hired Conga the gorilla instead.

Riley sent me out to get my Circus Ringmaster outfit at a local tuxedo shop. I was to command an act of video game playing superstars who, as Riley envisioned, "would be the new rock stars of the '80s."

Jim Riley was now the butt of the kids' pranks. During one tense moment, while Riley was chewing out three of the players, Billy Mitchell crept up behind him and poured a small packet of sugar on his shoulder. Slowly the players began to smile and then laugh. Riley went berserk, believing they were treating him disrespectfully. For the rest of the show, all the players were pouring salt and sugar packages on each others' shoulders whenever the opportunity arose.

On my first tour of **The Electronic Circus**, I saw 500 full-sized arcade games spread over 200,000 square feet. The list of games included ten copies each of the top fifty classics of 1983, with a few odds and ends thrown in.

While the Circus was operating, I was on the microphone in front of crowds narrating Steve *"Dragon's Lair"* Harris' conquest of *Dragon's Lair*. *Dragon's Lair* was the most successful laser disc game on the market. Unfortunately, as time would eventually prove, all laser disc games were very poorly designed and broke down regularly. And, when the manufacturers went out of business, game parts became unavailable. However, the public liked *Dragon's Lair*. It was their idea of advanced technology – and it was a dramatic game, too.

During off-hours, Riley made the players drive around Boston's beaches shouting through megaphones, exhorting the public to come to the Circus. Unfortunately, the total attendance barely reached 5,000 paid customers over the five days.

The show was definitely not mobbed even though the business prospective had promised 200,000 attendees during the planned ten days in Boston.

I didn't realize how deserted the show actually was until I visited one of the acts – a magic show. I found myself wondering around **The Electronic Circus** on the second day of the show and stopped to watch the magician's act. Due to excessive fatigue, I was soon staring off into space, lost in thought. "We now need two volunteers from the audience," I heard the Magician announce. It then dawned on me that he had repeated this sentence numerous times while looking directly at me. "We now need two volunteers from the audience," he repeated again, definitely looking at me. "Why is he looking at me?" I thought in confusion, "I'm the Ringmaster – not a customer. I can't go up there."

I looked around, puzzled. I then saw that only myself and one other person made up the audience. The enormous ballroom floor was absolutely empty. I looked back at the magician. He looked at me with pleading eyes and shrugged his shoulders as if to say, "What can I do?" I performed my own magic act by disappearing from the room.

Walking back to get my microphone, I noticed Pete Corpeny, a superstar from Kansas City, signaling for me to come over to the front gate. "This man here says he can beat the superstars," Corpeny said. The man interrupted excitedly, pointing at the sign which dared any visitor to challenge the superstars to a showdown on the game of his choice. "I can get 400,000 on *Ms Pac-Man* everytime," he bragged.

"Now this was good," I thought. No one had yet responded to the sign and two days had already gone by. "Pete," I said. "Could you go get the players?" Before long, the stranger and Billy Mitchell were surrounded by all the other players as a brand new *Ms Pac-Man* game was uncrated for the duel. "Wait a minute," the stranger said, holding up his hand to stall the

contest. "This joystik is too loose," he complained. "And these controls are too worn out."

"What?" said Steve Sanders in disbelief. "You just saw us pull this out of the crate. This is a brand new machine."

"That's no problem," interrupted Billy. "We can tell anyway if you're able to get 400,000 just by watching you clear one screen of dots. So, we'll rack advance the game up to the later screens and watch you play."

The stranger lost his first man immediately when he tried to eat one of the monsters. "Wait a minute," he protested, "you didn't tell me they weren't going to turn blue."

"Well, well, well," Billy drawled. "Anybody who can get even only 225,000 points knows they don't turn blue at this level. So, what's really your best score? 100,000 points? 50,000 points?"

"Wait a minute," the stranger said. "I'm going in the bathroom, then I'll show you some real playing." The stranger failed to return. A few hours later he was spotted in the "jungle theme" area, playing games put on free play. "I just wanted to get in for free," he confessed with a smile.

On the fourth day, the Boston television reporters arrived – but much too late to boost our attendance. They were intent on filming the games and ignored the players and myself. Boston had never been an easy PR market for Twin Galaxies and the Circus was doing no better. On the fifth day – not knowing it would be the last day – Dan Guttman, editor of *Video Game Players Magazine*, sent a reporter to **The Electronic Circus**. Though everyone was bone-tired, the photographer had Eric Ginner, Steve Sanders and Billy Mitchell posing in athletic pyramids on top of the Circus bus.

When the moment finally arrived for the show to shut down, one of the *Women at Work* leaned in front of Billy Mitchell's game and said, "Come on Billy, we've got to go now."

"No way," Billy said. "Can't you see I'm on the verge of a new world record on *Ms Pac-Man*?"

After repeated pleas failed to budge Billy, she put her face up against his ear and said in a low ominous monotone, "Billy, the Circus is closing, there is no money and you have no way home." Game over – Billy got up and didn't look back.

When we returned to our hotel in Quincy – a suburb of Boston – we discovered we were locked out of our rooms. The hotel refused to release our possessions until the Circus paid the back-due rent on fifteen rooms for the entire week.

The bill was eventually taken care of and we had to move to a hotel in nearby Revere, MA. "I'm almost glad it's over," I admitted to the players. I was completely worn out – I could never have lasted through a schedule of 180 cities in only six months.

So, the show went out of business on the fifth day. Who knows what the outcome might have been had the video game manufacturers supported the event. Though the Circus' limited finances and lack of organization lead to an early death, they still paid all the players for the five days the show had existed.

Though the Circus didn't survive long enough to live up to its promises, two beneficial side-effects were enjoyed by the players and Twin Galaxies. First, the idea for a professional video game team became a reality; and second, the U.S. edition of the *Guinness Book of World Records* discovered Twin Galaxies.

After **The Electronic Circus** failed, Guinness approached Twin Galaxies and invited the International Scoreboard to supply scores to the *Book of World Records*. It was a match made in heaven. It was all tentative at first, of course, as I had to explain how the rules worked for playing electronic games and describe the precautions we took to insure that games were all placed on objective settings.

This was the beginning of the official rulebook. Guinness' interest made it necessary for us to write down our rules. Most of the rules were already worked out, but they had never been published. I took eight of the Circus stars back to Twin Galaxies for an in-house contest for the U.S. edition of the *Guinness Book*

of World Records. The highest scores achieved in the next forty-eight hours would be rushed to Guinness to make the publishing deadline for the 1984 U.S. edition. Guinness' inaugural video game section included about ten games. As modest as this first offering was, the response from the public was awesome.

With Guinness on our side, Twin Galaxies was in a position to inaugurate a series of contests that would gain worldwide fame. And, to administer these contests, I was ready to take a cue from **The Electronic Circus** and start the world's first organized video game playing team.

X The United States National Video Game Team

"We found ourselves in the unbelievable position of being the world's only video game attraction."
Excerpt from an Associated Press wire story
(October 9, 1983)

Of all the adventures that befell Twin Galaxies during the golden age of video game arcades, the story of the **U.S. National Video Game Team** is my favorite. I didn't realize how dear this story was to my heart until I had a chance meeting with a fellow video game player at a Knoxville, TN, game auction in July of 1996.

Nearly 1,300 games were being auctioned off and I had over ninety minutes before pieces that interested me would be called by the auctioneer. As I sat there waiting, I struck up a conversation with a stranger who also was a classics game collector. He was old enough to remember Twin Galaxies and recalled the high score pages appearing in the magazines in the early '80s.

He listened politely as I did some bragging about how important we had been. Something made me mention the **U.S. National Video Game Team** and he lit right up and said, "Wait a minute, that didn't really exist, did it?"

"What didn't exist?" I asked.

"The **U.S. National Video Game Team** was just fiction, wasn't it? Something made up by a magazine called *Electronic Gaming Monthly*?"

I was confused, so he explained how for the last eight years *EGM* had constantly referred to a fabled cadre of players called the **U.S. National Video Game Team**, but never identified the

individuals in the team. "Nobody ever believed the team really existed," he concluded.

Understanding dawned on me. "Oh! *EGM*! That's Steve Harris, isn't it? Yes, that's the **U.S. National Video Game Team** – and it does exist. I know because I started it. In fact, I'll tell you the story now, if you want to hear it." The player listened and I talked for over an hour and a half and even managed to miss bidding on a *Congo Bongo* game, which was the prize I had been waiting on.

The inspiration for the team started with the *LIFE* photo session and became an obsession by the time "That's Incredible" was aired. But the spark that set me in motion was **The Electronic Circus**.

Jim Riley, the creator of the Circus, had great ideas and millions of investors' dollars behind him, while I had great ideas and only $60 to work with. I felt that there were significant lessons to be learned from the demise of **The Electronic Circus**. Riley had had many right ideas but his overhead was way too high.

I started with a simple concept. I just made T-shirts. Six of them; six red and white shirts, each with the last name of a player emblazoned on the back and the Ottumwa logo on the front. The back of my shirt said "Day" of course. Billy Mitchell, Steve Harris, Tim McVey, Jay Kim and Ben Gold each got shirts, too. I paid $60 for them – all the money I had. This was my first investment in the team.

The idea was alluring. Imagine the commotion that would ensue when a professional team of video game players rode into town! We were, essentially, video game drifters, taking Ottumwa's "Dodge City of Video Games" concept on the road to challenge any players foolish enough to risk their quarters on a game with us.

Yes, I was excited to be the first person in the world to be the captain of his own professional video game team and tour across the country. A professional video game team would, I hoped, be

the draw that would get us all signed to TV contracts – or at least bring in sponsorship monies from the manufacturers.

Twin Galaxies was financially hurting and needed a PR home run. We needed to roll out our biggest publicity stunt and use the video game team angle to make it work. Our main plan to gain notoriety was to go after the Japanese market. We went to the Japanese Embassy and asked them to pass on (to their countrymen) our challenge for an international face-off between the two video game superpowers – *us* and *them*. But first, we scheduled a tour of the contest locations selected for the **1983 Video Game Masters Tournament**. We planned to visit each site and put on game-playing demonstrations to spark public interest in our contest. (Actually, at that time the contest was called the **1983 State Teams Tournament** – one of many name changes implemented before the name **Video Game & Pinball Masters Tournament** was finally selected.)

For the trip, we leased a bus that was filled with nine video games. It was equipped for fairs and carnivals, but would do fine as the official team bus. The bus was pasted with flyers announcing "The **1983 Tour of the U.S. National Video Game Team** en route to the White House and the Japanese Embassy." We were going to make the media and the video game industry pay attention to us by calling the Japanese on the carpet.

But first, practical considerations were on the agenda. Our tour would focus on the contest sites. After the contest was over, we'd swing the bus in the direction of Washington, DC.

The seven contest pieces in the tournament included *Sinistar* and *Bubbles* by WILLIAM'S ELECTRONICS; *Congo Bongo*, *Buck Rogers* and *Star Trek* by SEGA; *Mario Brothers* by NINTENDO; and *Spike's Peak*, a home game by K-TEL. To help finance our trip, all three manufacturers, along with K-TEL, contributed money to the contest.

The home game entry was a new experiment. Most serious game players had low opinions of home games and it took a

little work to get them excited about *Spike's Peak*. K-TEL – under the name XONOX – had shipped off copies of the game to all eight contest sites. Fortunately, after some time practicing the game, the players relaxed and accepted the new home game into their contest.

We decided to give the event more power by making the contest a fundraiser. As early as 1982, non-profit charities had been calling Twin Galaxies for advice on organizing video game contests as fundraisers. One such group was the Cystic Fibrosis Foundation, who we had kept in touch with. It was arranged that we would publicize the CF Foundation during the first five stops of the bus trip and encourage each contest site to pitch in donations as well.

The Bus Trip

On August 11, 1983, I took the **U.S. National Video Game Team** out on the road in a 44-foot 1953 GMC city bus equipped with nine video games hooked up to an internal generator. We jammed mattresses between the games and slept on the bus to conserve our money. I did all the driving. It was a strenuous ordeal.

Mere moments before embarking, Cynthia Benjamin, an Associated Press reporter, stepped out of the crowd – yes, there was a crowd to see us off – and stated she was sent to do a wire story on Twin Galaxies. At that moment, it dawned on me that AP had never covered Twin Galaxies as a feature story, but had only included us as a subsidiary plot in a dozen other stories.

Benjamin and I talked in a room above the arcade while the players finished loading the bus. She quoted me as saying: "We found ourselves in the unbelievable position of being the world's only video game attraction. People come from everywhere to say they have been here and played here ... it gives me great mirth." My favorite quote – which was also published in *RePlay* magazine – was: "Having the video game capital here among the hogs has a certain charm."

The story didn't come out for two months. Released on October 8, 1983, the article received the widest circulation of any news story ever written about the International Scoreboard. It was published in hundreds of major daily papers, including the *Stars & Stripes* in Germany, the *Long Beach Press-Telegram*, the *Honolulu Star-Bulletin* and the *San Francisco Chronicle*.

The interview delayed the start of our trip until after darkness had descended. I drove all night as we needed to be in Dayton, OH, the next morning. Our trip was planned to take us to six of the contest locations, getting us to the southern California site in time for the actual dates of the tournament. However, even the best laid plans can easily go astray. Somewhere in Indiana the bus broke down – for the *first* time.

It was very late and the bus wouldn't work, so I started doing my TM practice. I was still meditating, parked in a shopping center parking lot, when the players came back from exploring.

"We gotta go," they shouted. "Come on, come on, let's get out of here," Ben Gold shouted. They had gotten into some mischief, I could tell, but the bus wouldn't start anyway. The gears wouldn't shift correctly – we were stranded. The police pulled up, looking for a group of strange kids. I explained that this was the **U.S. National Video Game Team**, on their way to the White House and the Japanese Embassy.

The police were impressed and left us alone. I was left wondering what the kids had done. After an hour, the bus inexplicably started working again and we continued onward.

Dayton, OH, at sunrise is Dayton, OH, at sunrise. I was exhausted. Video City, the host arcade, was big and well-equipped with the hottest new titles. Tammy Epstein, the owner, was very kind and gracious to the team and let us stay in her home, sleeping on the couches in her living room.

Right from the beginning, two TV stations arrived to do early morning news interviews. In spite of my bleary-eyed countenance, I think I did a respectable job of introducing the team to Dayton's TV viewers, inviting them to come to the contest.

Over the next two days, my video game team got a lesson in handling the media as we appeared on radio shows, TV newscasts and met with the *Dayton Daily News*.

As the Dayton promotion unfolded, I discovered that the players were ostracized by the local clientele at the arcade. They thought we were aloof. It was a new experience for the team – not being treated respectfully.

The bus broke down a second time before we even left Dayton, OH. We couldn't get it to change gears in the arcade's parking lot. We were still enjoying a charmed existence, however, as a mechanic managed to figure it out (at no charge) before too much time was lost. Driving across Ohio in daylight, with our **U.S. National Video Game Team** emblems flapping, was a great high. Everybody saw us, kids pointed, cars honked, girls waved. We were gods.

We continued onward to Lake Odessa, MI, a small town near Grand Rapids. Though the smallest contest site, Lake Odessa was representing all of Michigan. It was the site the Detroit players migrated to for the event. Lake Odessa's claim to fame was Roogie Elliott, recognized by the scoreboard as the world champion on ROCKOLA'S *Eyes*. Lake Odessa also had some creative promoters: Don and Sue Lalonde, who had managed to obtain proclamations from state legislators which declared the contest week as "Cystic Fibrosis Video Game Challenge Week" through-out Michigan.

By August 17, we were in Villa Park, IL. This suburb of Chicago was the home of the Video Wizard Arcade. All of Chicago was invited to play at this site. The players honed their PR skills in interviews with the *Chicago Suburban Tribune* and NBC-TV. Newsman Barry Berensen visited the team bus and produced a news package that was carried by NBC National News. Friends and relatives throughout the nation recognized us and called Twin Galaxies to offer their congratulations.

Our luck, however, now began to turn sour. The bus wouldn't switch gears any more. We had an appointment with K-TEL, the

manufacturer of *Pike's Peak*, in Minneapolis, MN, the next morning and needed to get on the road. The bus was towed to a repair garage across the street from BALLY/MIDWAY in Franklin Park. The problem was fixed by midnight, but the repairman failed to put the gasket header back on properly and the oil spewed out during the next three hours of driving. The engine blew up on the highway near Portage, WI. I stood on the road behind the dead bus, my eyes following a trail of oil that extended as far back as my eyes could see.

Less than a minute later, a state trooper pulled up and started making a list of all the codes I had violated. Then he saw the kids asleep in the bus and said, "You already have enough problems on your hands without me hassling you, too." The trooper proved to be our guardian angel. He arranged for the bus to be towed into Portage, WI, and drove the players to places where they could eat and sleep.

We were there for two days until the owner of the bus sent a car to bring us back to Ottumwa. The next day, we continued onward in a little yellow school bus to Omaha, NE. The kids hated the bus because it smelled bad and was as hot as an oven. Worse, we all became hoarse trying to communicate over the deafening noise of the engine.

Space City, owned by Steve Latch, was Omaha's most promotional-minded arcade. Latch smiled painfully when he was teased about the name. It was at Space City that the team saw its first *Monster Bash* game, a rare title manufactured by SEGA. Latch previewed it for me and I was impressed. The team was always watching for rare games so we could establish the contest settings that the players had to follow.

Quite often during our journeys, we would come across one-of-a-kind prototypes, like *Speed Coin* and *Gridley* – games that were thrown together by the manufacturers but then failed their trail period. One prototype we kept watching for was *Clone*, which had a camera placed on top of it. The camera would take a photograph of the player whenever a new high score was

achieved. When the next player put a quarter in, the demo screen would show the picture of the player who presently held the highest score. As a marketing stunt it was brilliant. However, the game had to be pulled because players began to open their clothes and expose their private parts to the camera. Needless to say, it was quite a surprise when the next player put his quarter in and saw such a picture of the current champion. Even though *Clone* was tested in nearby Chicago, IL, we didn't find it at Space City. However, we did find *Monster Bash* and a few other obscure titles manufactured by SEGA.

Six months earlier, Steve Latch had visited me in Ottumwa with the player who had discovered the flaw in the first *Joust* chip. This flaw was first demonstrated at Twin Galaxies and then revealed to WILLIAMS ELECTRONICS. We banned the trick immediately. It was just another headache to watch out for which required witnesses. The trick was quite simple. You merely stood on the center ledge and let Pterodactyls run into you forever, while building up a score.

Latch was not pleased that we were going to use the bus as a promotional tool to raise money for the continuation of our trip. He offered us money *not* to do it. We took him up on it. The players were demoralized by the extreme discomfort of riding in the new bus. They rebelled. They didn't like the second bus and demanded a different mode of transportation. It was the end of the historic bus trip. From then on, we would ride in modern, high-powered comfort. We left Omaha, NE, in a new 1983 car – a perfect fit for the four players and myself. When the car was returned, the rental agency was furious when they saw 8,000 additional miles on the odometer.

But, we had complaints, too, so both sides settled amicably. The car had broken down in the Arizona desert in the middle of the night, in an area allegedly dangerous to travelers. So, we had a stalemate as our complaint offset their complaint.

Leaving Omaha, Billy Mitchell did the driving – ninety miles per hour all day and night, all the way across South Dakota,

Montana and Idaho. We reached Coeur D'Alene, ID, the contest site for that state, at 5:00 a.m. on August 22, 1983. By noon, we were being simultaneously interviewed by Bill Geroux of the *Coeur D'Alene Press* along with reporters from KREM-TV and KHQ-TV and two radio stations. Five media interviews at once would be the team record, matched only one more time – in Seattle, WA, the next day. In fact, I found myself doing two live remote TV broadcasts at the same time from Arnold's on the Ave in Seattle. I stood looking from camera to camera, hoping that I was doing justice to both telecasts.

Arnold's owner, Gary Cichy, took me to his second arcade location to show me two new games, *Elevator Action* and *Change Lanes*, which were there as test pieces. Arnold's on the Ave was one of the premier test places in the northwest for new games. He pointed at a *Mario Brothers* game. "What do you see there?" he asked.

I thought, "What is he getting at?" But I just said, "*Mario Brothers* – in nice shape."

"I'll show you something very interesting." He pulled the game out of the line, swiveled it around and began unlocking the back door. "Look," he said, pointing dramatically. I saw the serial number on the game. This was the first *Mario Brothers* – number one – which had come straight from the factory and had never left.

The next morning we visited the NINTENDO factory, guests of Jerry Momoda, Vice President of Marketing. We arrived at NINTENDO just in time for lunch as Jerry's guest. The players were wildly ravenous at the NINTENDO-sponsored lunch; we were running out of cash and eating below our normal levels. Jay Kim, the *Q*bert* fireball, though only 5' 6" tall and weighing just 118 pounds, ordered six tacos. These tacos were monstrous – everybody else could only eat one. Jerry watched in fascination as Jay ate all of his six tacos.

Jerry liked us a lot. He consulted with Billy Mitchell on the phone regularly about ideas to improve NINTENDO'S games.

NINTENDO was absolutely aware that Billy was the best NINTENDO player in the entire world. (Billy himself made sure they were aware of it.) They respected Steve Harris, too, who was in the Guinness book as the *Popeye* world champion, another NINTENDO game that was frantically difficult.

NINTENDO has a great history, as we found out when Jerry took us on a tour of the factory, showing us all areas of development, production and design. Then, we went to the in-house arcade. While there we saw one of only two existing *Sky Skippers* and an early *Donkey Kong* prototype that was never followed through on and eventually cancelled. When the time came to leave, Jerry gave us hats, shirts and hand-held games as gifts. Their buzzing and beeping sounds drove us all mad for most of the rest of our trip.

Billy continued tearing up the road at ninety miles per hour. Thinking he was smart, he paced himself with a red Camaro, staying behind one mile, as a tactic to not get a ticket. Red lights appeared behind us anyway and Billy soon found himself being pulled over. The trooper was very polite. "Good morning, sir, I am Officer Johnson. May I see your driver's license and registration form?"

Billy couldn't find his license – we believe that it was stolen when the bus was burglarized back in Omaha, NE.

"See, son, it's like this," the Officer explained. "I clocked you at ninety-four miles per hour. If I write down here (as he pointed at the ticket) that you was going ninety-four miles per hour, then you're going to have to go into town and post bond." Billy just nodded.

I thought, "Oh no, we don't need this problem." The officer smiled and continued, "So, I'm going to write down here that you was doing seventy miles." The officer had let us off the hook – partially. We drove all night to make up for the lost time. The next day, driving south, Ben Gold got sick in northern California.

"What's wrong with Ben?" I asked, noticing his moans.

"Ben's sick," said Billy.

"Ben's sick" said Steve.

"I'm sick," moaned Ben. He then started to throw up.

We stopped at a farmhouse, in the middle of nowhere, asking for directions to a doctor. It was Sunday, and I was worried there would be no place open. The next town, fortunately, had a clinic that was indeed open on Sundays.

We took Ben into the clinic. I went back out to the car for a moment and then went back into the clinic. I noticed something was amiss. All the patients were standing in the waiting room, talking excitedly.

Then I heard it. It was a blood-curdling scream – the kind you hear in horror movies. It went on, again and again. It was Ben. The entire clinic was in an uproar. A doctor came out, absolutely red-faced. He started apologizing to me, trying to explain what had happened.

"The kid was unbelievable. I didn't do anything. I just gave him a booster shot and he went nuts with terror."

We drove in silence for the rest of the day, except when the other players would break out in blood-curdling screams with no

During our trip, the team visited the northern California contest site for the ***1983 Video Game Masters Tournament*** held in San Jose, CA, at Video Paradise Arcade. Many of these players joined the ***U.S. National Video Game Team***.

First row, left to right: **Gene Sprague, Ray Bersabe, Mike Ternasky, Troy Kindred** *and* **Mark Bersabe.**
Back row, left to right: **Todd Walker, Eric Ginner, Vanzell Kirk, Tony LaVigna** *and* **Dave Villec.**
(Photo courtesy of Wayne Coombs and RePlay magazine)

warning. I warned them they were dead if they didn't stop this. They didn't stop.

The Upland, CA, contest site – a place called Starship Video – was billed as "The Arcade Shaped like a Starship." This contest site had lots of players with lots of enthusiasm. Starship Video was fairly mobbed. Many winners would come out of this location, including Jeff Peters, who would prove to be a national contender during the next few years.

Unfortunately, we could only stay at Starship Video for a few hours because we had an appointment with SEGA the next morning. The visit to SEGA in San Diego, CA, was important because SEGA had loaned Twin Galaxies four of their current hot games. Also, SEGA was one of the financial sponsors of the contest. I drove all night, as usual, and arrived exhausted. We cleaned up in a gas station and put on our team shirts.

"Look at that," said Steve Harris as we pulled up to the front of the building. Across the front of the SEGA building was a large banner that said: "SEGA Welcomes Twin Galaxies and the **U.S. National Video Game Team.**"

This single moment was perhaps the highest point in our trip. Twin Galaxies had certainly reached the top. I stood below the banner, looking up, hoping a photographer would come along and take a picture of me and the banner. (Actually, I think a picture was snapped, but it never reached the scoreboard.)

Brooke Dunn, an executive at SEGA who had been a staunch supporter of Twin Galaxies, welcomed us and arranged a tour for us. But not for me. I was done. I fell asleep in a chair while the players were shown around. I remember getting up later and watching a demo of SEGA'S newest game, *Ixion*, which was due for production later that month. I think it resembled a much later game called *Attaax*. (Anybody out there have an *Ixion*? Only four copies were made – two were traced to the Captain Video arcade in Los Angeles, CA, in 1985 but they then disappeared.)

The players were called upon to test the latest SEGA prototype, *Razzamatazz*, which hadn't even been placed in a cabinet yet. The players liked it, finding it similar to *Carnival*, a popular hit from 1980. I got up and joined the group as Dunn showed us *Pig Newton*. "Only twelve were made," he said. "Six are on aircraft carriers," Dunn said with a grin. "The Navy ended up being a hog for *Pig Newton*."

I went back to sleep. When I awoke, people were crying and hugging in the hallways. I thought, "Now what have my players done?" By stupendous coincidence, we were in the halls of SEGA at the moment the news was revealed that they had been sold to BALLY/MIDWAY and that they were being shut down. We left early, leaving them alone with their sorrow.

It was now time to end the trip. I started dismantling my team by driving Steve Harris to the San Diego airport. He caught a plane back to Gladstone, MO. Next, I took Billy Mitchell and Jay Kim to the airport in Dallas. Then I dropped off Ben Gold at his parent's house in Addison, TX, and drove back to Omaha, NE, to deal with the car rental people. Finally,

Eight players went to the convention to critique the latest video games for *Playmeter Magazine*; six of them posed for this picure.
Front row, from left: **Walter Day, Leo Daniels, Ben Gold** *and* **Mark Hoff.**
Back row: **Eric Ginner, Billy Mitchell** *and* **Chris Emery.**
(Photo courtesy of Playmeter Magazine)

Steve Sanders, my great friend, bought me a bus ticket from Omaha to Ottumwa. It was now all done.

But, wait! What about the **U.S. National Video Game Team**? The team continued onward. It went to the **AMOA Expo** (September of 1983) in Chicago and did a special report for *Playmeter* magazine.

Playmeter agreed to publish game reviews prepared by five of our top players, analyzing cabinet art, game graphics and the game play of new titles released at the show.

I invited Eric Ginner, Mark Hoff, Leo Daniels, Billy Mitchell, Steve Harris, Ben Gold, Tad Perry (Seattle, WA) and Chris Emery (Winnipeg, Canada) to come with me. Nine games were ranked in this order from best to worst: *TX-1*, *Star Rider*, *Track N Field*, *M.A.C.H. 3*, *Blaster*, *Marvin's Maze*, *Cube Quest* and *Major Havoc*.

Talk about irony: *Major Havoc* was given the lowest rating, yet it eventually became one of the most sought after collector's items in video game lore. *Marvins' Maze* and *Cube Quest*, which we ranked higher, are not even represented among the collections held by the 750 members of the **Video Arcade Preservation Society**.

The team pressed on. Again I tried to get the **U.S. National Video Game Team** recognized as a promotional asset. The **ACME Show** (February of 1984) in New Orleans, LA, was our first stop. Then we went to the **AMOA Expo** (November of 1984) in Chicago, IL. We had no luck at either show.

The final team story for this chapter is the great trip made by Billy Mitchell, Tom Asaki and myself to the Japanese Embassy. Before going to the Embassy, we first drove to the White House and presented our "Japanese Challenge" to some White House aides, who promised to deliver it to someone important. Of course, nothing ever happens when you deal with the White House.

The Italian Embassy was next on our list. We delivered official documents to a distinguished looking Secretary, challenging the

country of Italy to an international video game contest. We were very well received and treated very respectfully. Each one of us were then personally thanked for coming. They acknowledged that this was a cultural exchange worthy of pursuit.

Finally, we found the Japanese Embassy and hand delivered our challenge. I had called numerous times and had even sent a few letters to warn them of our impending visit. However, they seemed confused and surprised when we came in. I wanted them to accept our challenge for a world-championship contest on video games on behalf of the Japanese people. It was presented as a very light-hearted cultural exchange.

"Why do you come?" the secretary shouted at the three of us. "I no have time to play video game." (His English was slightly off.)

"Oh, no," I tried to explain, "we don't want to play *you*. We just want you to tell your fellow countrymen."

"My entire staff," he yelled, "too busy to play your foolish games. You should not have come."

"This is just symbolic," I assured him, "not for your staff."

"Take video games and go, we no want to play your contest, your games."

So, we left. It was funny – for an entire year, I thought we'd get headlines as we challenged Japan to a head-on contest of video games. Somewhere along the line, I thought, sponsorship would emerge that would help the **U.S. National Video Game Team** become a major attraction. This idea had come

to a quick death. It wouldn't be much longer before I went into retirement while the team continued to exist under Steve Harris' direction.

Years later, I picked up a copy of a prominent and successful video game magazine and inside found a photo identified as the **U.S. National Video Game Team**. I recognized a couple of the faces, but the others were unknown to me. They were long-haired, clad in outlaw leather, unshaven and looked like they might have even smoked cigarettes. They must have been calling themselves the **U.S. National Video Game Team *Outlaw Motorcycle Gang***.

That's the story of my video game team – the *first* **United States National Video Game Team**.

XI The Scoreboard Gets Tough

"There is a kid who follows me around, banging on my Ms Pac-Man machine, causing the score to blank out right after I've broken the world record ... this is why I don't have witnesses to prove I am the best ... ."
Excerpt from a letter from
"The Man That Time Forgot"
(1983)

"I am very angry," the letter began, "that you have not published my name and scores in all the magazines. This is my third letter and I think that this is not fair."

The letter went on and on. I turned the letter over and noted the Puerto Rican return address on the back. I recognized the person's name, he was writing nearly every month, each time with scores more and more inflated. His list included a score of two million points on *Ms Pac-Man*. The world's best players – who were coming to Twin Galaxies to perform in person – didn't reach the 800,000 mark until 1985, which was another two years away.

But it wasn't his *Ms Pac-Man* claims that had caused Patricia Byrne, my assistant, to bring his letter to my attention that day. Pat and I had been opening mail for hours. Twin Galaxies' daily mailbag had grown to massive proportions by late 1983 and, on this particular day, the letters began to blur together as I worked my way to the bottom of a gigantic stack. Pat suddenly handed me a letter she had opened and cheerfully announced that someone had broken my record.

"On what?" I asked absently, lost in thought. "Oh, *Squid Search*," she answered.

This was the last straw. *Squid Search* did not actually exist. I had invented the game as a private joke to list in our printouts. I turned the letter back over to the first page to read the sender's name again, wondering if Billy Mitchell, Steve Harris or some other player was the author of the letter.

But it wasn't possible that Billy or any other player could have done this, because no one knew that *Squid Search* was a fictitious game. To complete the deception, I had even gone so far as to list it as a GREMLIN title ("Blame it on GREMLIN" was my motto. GREMLIN went out of business so long ago that no one was still around who could blow the whistle on my joke.) But, here was this person in Puerto Rico claiming he had beat my fictitious high score on this game. I was personally offended.

Examining his letter even further, I found his *Donkey Kong* score was even more improbable, being nearly twice the official world record. I felt the same about his *Zaxxon* score, his *Tempest* score, and so on and so forth. He was a very ambitious man.

I put his letter on top of a huge mound of mail marked "fraudulent scores." It was the biggest pile in the office and represented a staggering amount of unfinished work the scoreboard still had to deal with.

"Calling these people," I explained during a phone call to Dan Guttman, editor of *Computer Games* magazine, "was a very costly and time-consuming process. Quite often, the player will hide from us. More often, they are young kids, who don't know what they are doing."

It was September of 1983 and Guttman and I were discussing the rules and regulations Twin Galaxies was devising to insure truthfulness in scores. The main bulk of the rules, I explained, were referred to as the **Twin Galaxies Tournament Settings (TGTS)**.

The primary weapon of the **TGTS** was the challenging statement the player had to sign on the submission form. The state-

ment had a special bite – the "player agreement," which warns the player that he can be challenged by any other player who also plays the same game, who believes that his score may not be true, or may not be possible following tournament settings.

If challenged, players were allowed to prove themselves by replaying their game in front of witnesses. They were given an entire year to duplicate their score. Usually, if a player could get within 85% of the claimed score, Twin Galaxies would give him the benefit of the doubt and award him the title. The only exception to this rule is when the game in question is a mature game (see Part I: *The Rules of the Games*).

The **TGTS** were not created overnight. They were crafted from experiences reported to Twin Galaxies by hundreds of players. The settings were game-specific. In other words, Twin Galaxies had to find a balance in each game that insured playability, while, at the same time, promised the game would be challenging.

In games like *Robotron* or *Joust*, for example, difficulty setting #9 – which is the toughest – is required. Then, to make it even scarier, we only allowed a total of five men. This brought the high score down to 960,350 on *Robotron* as opposed to marathon scores claimed in the 300,000,000 realm. Hence, the higher the difficulty setting, the less likely a game would degenerate into a marathon.

The process of cleaning up the scoreboard still continues today. Many older scores were deleted in preparation for this book. For example, Jason Smith's 2.2 million points on *Gorf* has been placed in limbo until someone (hopefully, Jason himself) proves that a score this high is possible. Also, Mike Mann's score of 4.8 million points on *Frogger* and Robert Bonney's 511 million points on *Robotron* have been put on temporary probation until they also are proven.

And, of even greater significance, two famous groups of suspicious scores have been completely deleted – everything over 3.3

million on *Pac-Man* and everything over 5 million on *Galaga* are now believed to not be possible.

Twin Galaxies Tournament Settings improved all our competitions. From the moment we employed **TGTS**, the highest scores were achieved by the player who was the best, instead of the player who was able to stay awake the longest. To combat the unending deluge of false scores, a peer-reviewed system was required. The players were asked to monitor each other to verify which scores were truthful – or even attainable – and which were obviously fraudulent.

To get the ball rolling, the scoreboard had to identify the top players on every game and call on them to investigate new scores. In many cases, the process lead to a phone interrogation of new submissions.

By late 1983, the validity of high scores was now the scoreboard's biggest concern. The "Vanity Scoreboard," published in *Electronic Games Magazine,* had just fallen, and it had become apparent that many scores it listed were false. The editors, realizing that they were being victimized by their readership, pulled the plug. Not only were many of the high scores out of the realm of plausibility, but the names of some players were fictitious along with some of the game titles. The most improbably game title was "*Ms Pac-Man Armor Attack*," which was carried by the "Vanity Scoreboard" for about five months.

Because scorekeeping was viewed as an impossible task, *Electronic Games Magazine*, one of the better magazines published during the golden age, was the only magazine that attempted to feature a scoreboard similar to that of Twin Galaxies. However, both Twin Galaxies and the editors of *Electronic Games Magazine* had no idea to what lengths kids would go to earn their own high score laurels.

I considered the fall of the "Vanity Scoreboard" an ill omen. *EGM's* intentions were admirable, but still, they didn't have a close relationship to the public that allowed the implementation of a peer-reviewed verification process. Even Twin Galaxies, with

its close proximity to the players, found the score verification process to be a difficult swim upstream.

A year earlier, in 1982, I discovered that Twin Galaxies was doing no better than the "Vanity Scoreboard." We were failing as a scoreboard. I was getting an *A+* in promotion and having the time of my life, but I was not monitoring the scores properly and much cheating was being uncovered.

I'll paraphrase the words of David Boehm, editor for the U.S. edition of the *Guinness Book of World Records*, as he impressed upon me how stringent the verification process should be before someone receives a world title: "There is nothing the public won't do to get in any world record book!"

Well, he had warned me and I now knew Twin Galaxies was facing a serious problem. Two events in 1982 brought the status of the scoreboard to my attention. The first was the discovery that almost every score on our full-color high score poster was false. I viewed it in a positive light; it was a much-needed wake-up call for the scoreboard.

The second event was the discovery of Billy Mitchell in July of 1982. Or rather, he discovered us. It started with the phone ringing. A teenage voice at the other end said his name was Billy Mitchell and then asked about *Donkey Kong*. The score we were publishing at that time was submitted by Leo Daniels, of Wilmington, NC, who had registered a score of 398,000 points.

Pat Byrne, night attendant, said, "Oh no, that score no longer stands as the world record. Someone near Kansas City has registered a score of 1.3 million points."

Mitchell barked in the phone: "No way, there is nobody in the world who could possibly be as good as me at this game. And I only have 598,000 points." His reaction surprised Pat Byrne. "This is not right. That score is false," the voice continued.

Pat Byrne said, "I'll go get Mr. Day." At this time, I was still living in "la-la" land and was having a difficult time with the idea that anyone would lie about a video game score. When I

got on the phone, he told me his name was Billy Mitchell and then he denounced the score from Missouri.

"I know this person," I said assuredly, "he is an upstanding player who lives in Missouri and who has even come to Twin Galaxies in person to play in front me." Then Billy shook my confidence in my statement; he explained how the game worked. How there were different stages which a person simply couldn't get through if they didn't know certain rules and moves.

"I'll prove to you that I am right," Billy offered. "Give me the player's phone number and I'll ask him just two questions." I gave him the player's number and went back to my paperwork. The scoreboard was very busy that night with lots of calls coming in from all over North America and a few from other countries.

Suddenly, I found myself talking to the *Donkey Kong* player from Missouri. He was noticeably upset. Right off he demanded, "Who was that guy?"

"What guy?" I responded, having already forgotten about the Florida kid and his plans to ask "just two questions."

"That kid who plays *Donkey Kong*. I think he's from Florida."

Yes, Billy Mitchell had asked his two questions – and then some – and had gotten the Missouri kid in a worried sweat. The kid was smart and realized that Mitchell knew the game far better than he did and that the jig would soon be up. For the next ten months, the two played a cat-and-mouse game, with the Missouri player always having another reason why he couldn't play Billy face-to-face on *Donkey Kong*. (Finally, in May of 1983, the Missouri kid admitted in an open letter to the other players that many of his scores were not true.)

Because of heavy phone traffic on the night Billy called the Missouri player, it took Billy an hour to get back to me. "He's a fraud," he said excitedly. "I guarantee it."

"Wait a minute. He played in front of me," I protested.

"Did you see his million points?" Billy argued angrily.

"Well, no," I said evasively, "but he's got to be honest because no one would lie about a video game score." Dead silence on the other end of the line. Billy said softly, "You've got to be kidding. I call video game players on their lies on a daily basis. I am the enforcer down here in Ft Lauderdale at the Grand Prix arcade. I can figure out any game – no one can beat me on anything." This was annoying. Here was the first kid I had met who wasn't awestruck by talking to "Mr. Video Game." And he was only seventeen years old.

"What does that have to do with *Donkey Kong*?" I said, desperately trying to find a comeback. "Isn't it possible that a player gets lucky?"

Billy gave me a long lecture, that actually lasted for about a year. He opened my eyes with his persuasive explanations. He demonstrated time and time again how luck didn't play a role in video game scores.

"Players who don't know a game," Billy said, "suppose that anybody can get the high score on a lucky day. Thus deluded, they feel safe in lying about their scores."

Billy demonstrated how easy it was to spot fraud. Every game had bottlenecks in the game play, he pointed out, and a player didn't get through by relying on luck. They had to know the game inside and out. Furthermore, at each bottleneck, a maximum number of points were possible and no more. A player who had mastered a game would know this. A fibber wouldn't.

"Give me another player to call and I will show you what I mean," Billy pleaded one night. By chance, a Canadian player had just called to report 402,000 on *Ms Pac-Man*. Normally, I would have congratulated him on his new status as the top player and send him straight to *Joystik* and *Video Games Magazine* for a listing.

"OK," I said to Billy. "You're on. Let's see what you can find out about this new *Ms Pac-Man* score." I felt like I was throwing that Canadian to the lions. I was already impressed with Billy's

reasoning capabilities and arguing prowess and knew that if the Canadian was lying, Billy would unmask him immediately.

I expected Billy to be diplomatic because, in a sense, he was representing the scoreboard and refined sensitivity was required. Unbeknownst to me, Billy started out by saying to the player, "Don't you lie to me."

The Canadian was astonished. "Oh, no," he protested. "I really got this score. Really."

"No chance," Billy answered with absolute finality. Billy explained to me later, "I wanted to give the guy a chance to save face, if he was willing to just came clean with me. Eventually he did and actually turned out to be a good player. You might say I rehabilitated him."

The Canadian was claiming 402,000. The *Ms Pac-Man* record was 419,000 by Tom Asaki at this time. Billy, himself, had only 401,000.

Billy said, "What board stops turning blue?"

"Uh, I don't pay attention, I just play," the Canadian said.

Billy Mitchell's Golden Rule #1: Anybody who says that they don't notice anything because "they just play," is lying. A good player notices everything and remembers everything. They know all the signposts and dangers and execute highly complicated strategies that involve tremendous mental focus and non-stop alertness. This applies to all games, not just *Ms Pac-Man*.

There are no blissful "space cases" out there who "just play" and get world records. No one accidentally gets the highest score on *Mortal Kombat 3* or *Killer Instinct 2*. A huge investment of time, money and experience goes behind each new world record. The catch-22 is that the blissful space cases – because they don't know the game's intricacies – have no inkling that there are intricacies and presume world records are achieved by being great guys who "just play" and get lucky.

So, Billy asked the Canadian about levels, timing, sequencing of events and, most importantly, strategies. The Canadian couldn't answer. "I don't remember," he said. Billy explained to

him he could not get 402,00, because of what he didn't know and what he could not execute.

However, Billy added, "I know how good you are and I am willing to help you get better, but I want you to be honest with me. I want to know what your high score really is so I can start you on the right level."

The Canadian confessed to 365,000 points.

"No, you didn't," said Mitchell. Billy then explained why he couldn't have reached that plateau.

"Well, I actually got lucky and got 278,000," the Canadian said cautiously, fearful of what would come next.

Frustrated, Billy said solemnly, "No one gets lucky on *Ms Pac-Man*. I want to know what you actually got as a high score."

The Canadian still protested, claiming he was telling the truth. Mitchell began to instruct him, pointing out game strategies needed for the 270,00 level, demonstrating how the Canadian did not know the game dynamics needed to reach that score.

"After two hours of this, he finally admitted to 214,000 points, which I believed to be true," Billy later told me. "To get 214,000 was unbelievable, you would turn heads in any arcade in the world. This would put you in the top one percent in the world."

Billy then decided that there was no need to cut him down any more and started training him in the ways of *Ms Pac-Man*. What Billy said was true: "Somehow, when it came to video games, people weren't satisfied. They didn't want to be in the top one percent, they wanted to be gods, better than the best – so they cheated."

The difference between a good player and a great player was that when the good player saw something happen in the game and he died, he would shrug his shoulders and walk away. "The *great* player," Billy lectured, "would learn from the mistake and not make the mistake again." The great player would be a keen observer who would analyze everything to gain knowledge.

Challenging worked in reverse, too. It was not always the scoreboard that was checking on the public. We were challenged, also. When we visited SEGA in San Diego, CA, in August of 1983, an arcade in town dared us to come and prove that we could get some of the high scores claimed by the team members.

One kid was absolutely hostile to Billy, refusing to believe that he could get a stratospheric score on *Ms Pac-Man*. I'm surprised a fight didn't break out before Billy started his game. It took over an hour before Billy reached the higher levels that the challenger couldn't reach himself.

Billy matched the challenger's highest score on his first man. Then he said, "Watch this," and grouped all the monsters, moving them all over the screen at will, keeping them under complete control.

The kid was hypnotized. He was astounded. When we first arrived, he was vocally shouting threats and swearing at us. Now he was smiling and shouting at the top of his lungs: "Everybody, look at this, this guy's unbelievable."

On another occasion, three kids in Bethalto, IL, called the scoreboard reporting *Ms Pac-Man* scores in the high 200,000 range. They challenged Billy Mitchell's record, and even went to Florida to watch Billy and Chris Ayra, the reigning *Ms Pac-Man* world-champion, play in person.

"Every time we were held to the test," Billy noted, "those of us who were under the gun prevailed. I don't think any of the team players ever slipped through the cracks and blew a challenge."

Since most of the details of the **TGTS** are in the rules section (Part I: *The Rules of the Games*) and don't need to be repeated here, I am going to describe a few of Twin Galaxies' journeys through the wide world of score verifying. To start our journey, we need to go back to the phone call with the extraordinary Dan Guttman, editor of *Computer Games* magazine based in New York.

In September of 1983, Guttman had expressed interest in publishing an article I would write for *Computer Games* magazine about a secret trip, which was planned as a score-checking tour. Dan was fascinated by my plans to do a surprise inspection of the troops and make players perform in front of me to prove their scores were genuine.

We planned to arrive in town, unannounced, and do a reality check. This approach, we hoped, would eliminate fraudulent scores. For this trip, we chose about eight scores which seemed puzzling or doubtful in Virginia, Maryland and Washington, DC.

On September 15, 1983, I left Ottumwa for Miami to pick up Billy Mitchell and head for the Japanese Embassy. As usual, on the way I stopped in arcades in Missouri, Arkansas, Louisiana and Mississippi, making contacts and handing out Twin Galaxies literature. On the way back up to DC, we visited Steve Burnett and Leo Daniels at World Class Amusements in Wilmington, NC, where we did media interviews to bring them publicity. World Class Amusements had donated some money to Twin Galaxies and we, in return, were crowning them the "Video Game Capital of North Carolina."

While in Wilmington, NC, we were also going to check on 11-year-old Charlie Brown's score of 303,000 on *Ms Pac-Man*. Interestingly, he arrived with his playing hand in a cast and couldn't play. Before we moved on to Washington, DC, additional television coverage was obtained for World Class Amusements when Billy broke the world record on *Ms Pac-Man* with 557,000 points.

At the train station in Washington, DC, we picked up Tom Asaki, the star of *Nibbler*, who had arisen from the ashes of defeat to join our score-checking commando unit. The three of us were now prepared to knock on people's doors and make them replay their games. We were going to start checking scores in Maryland.

In the course of one week driving around Virginia and Maryland, we learned that out of the eight scores, two people didn't even exist, two others went into hiding, two refused to even deal with us and the remaining two couldn't prove their scores.

The *Pac-Man* player in Maryland took the cake. He worked in an arcade and had received a lot of media attention for claiming twelve million points on *Pac-Man*. It was this meeting that lead to the Player's Agreement on today's high score submission form that all players have to sign. To understand why we considered this score significant you have to realize that the *Pac-Man* game ends at screen 256, "the kill screen." However, during the first year and a half of collecting scores, no one knew that *Pac-Man* ended at screen 256 and that a score of no more than 3.2 million was possible.

Nonetheless, rumors were constantly circulating America that there was a "doorway" through the final screen that allowed a player to get through and continue onward.

Being open-minded, I thought, "Let's go see the Maryland player and have him show us how he does it so we'll either prove the rumor is true or spike it."

When we walked in the door and announced we were there to check on his score, his eyes bugged out and the Maryland player went berserk. Gosh, all I asked was that he show us how he got through screen 256.

Well, it looked like he probably couldn't prove his claims, because he really laid into us. He was outraged. He refused to play for us and berated us for being low people who had hearts filled with distrust for their fellow man. We were thoroughly denounced. He shouted, "This is not holy! You are low people."

I said "OK" in a mild voice and we left. I saw this as a learning experience. In one way I sympathized with the players. They should know from day one that they could be challenged and be asked to replay their games in front of witnesses approved by the Twin Galaxies Intergalactic Scoreboard.

Not to mislead any player, I have placed a disclaimer in our modern form. When you read the score submission form now handed out by Twin Galaxies, maybe you can see the memory of the Maryland event imprinted in each word. A final ironic note: we eventually learned no one could get through screen 256. The player is faced with a final dead-end which cannot be circumvented.

Overall, I was very pleased with our trip to Maryland and looked forward to writing the article for *Computer Games* magazine. Unfortunately, before I took the time to write the article, the magazine crumpled along with the rest of the surrounding countryside.

Tom Asaki drove back with me to Ottumwa. On the second night home, I returned to the arcade late. I banged on the back door for quite some time but got no response. Then the door suddenly flew open with a bang. A wide-eyed Asaki hissed, "Quick, come!" and ran back to the game room. There, I discovered he had parked the *Ms Pac-Man* in a temporary safe place while answering my knock.

Though Tom appeared cool, I now knew him well enough to know he was absolutely wired with excitement. "Walter," he said, "No player has ever got past 300,000 on their first man before. Look!"

I leaned over fast to see what was going on in time to see the score counter click over to 400,000 points.

"On your first man," I breathed. "Unbelievable." I watched for awhile then suddenly said, "Oops! I should be logging this." I reached for a *Ms Pac-Man* form – specially designed to log *Ms Pac-Man* scores. The first entry I wrote down said 444,860 points on board 47.

He was doing great. Unfortunately, my sudden arrival had gotten him all excited – he died four boards later on board 51 with a score of 461,750. He had broken his old personal high of 419,910 points on his first man. A new threshold was conquered. I reached for the phone. I called Billy first.

"I'm here with Asaki. I mean I'm literally here, right beside him. He just passed 461,000 points on his first man." I didn't even have to say what game it was. He knew. The top game in the world during this era was *Ms Pac-Man*. In the words of Ben Gold, video game champ to the stars, "Whoever holds the title on *Ms Pac-Man* is the heavyweight champion of the world."

I stood for two-and-a-half hours watching Asaki, with the phone cradled on my shoulder, giving Billy a move-by-move account of Asaki's ride into stardom.

Finally, Tom Asaki, the ironman of *Nibbler*, got tired. His second man was lost at 493,870 – on board 59. The third guy lasted until board 84 at 621,470. In the ninth hour of play, he made a false move on board 98 and lost the game at 681,130 points. It was a bittersweet ending as he had only nine dots left on the board when the monsters got him. Asaki, always smooth, merely said, "Good." He smiled and went to bed. I was too tired to talk so I also went to bed while the phone tribe hooked up their usual conference.

The next morning found me back in the groove, drowning in Twin Galaxies paperwork. Joyce and Cheryl Litch and Pat Byrne, the managers of Twin Galaxies, had done an excellent job of processing scoreboard mail and had laid out all the letters that needed my attention. By mid-morning I was reading a letter from a *Ms Pac-Man* player. The letter said: "There's a person who follows me around, erasing my high scores off every game I play right after I am done playing."

"Ah-hah!" I thought. Interference! Now, this is a new problem for the scoreboard to deal with. The author of the letter seemed about fourteen years old. His letter included a long list of *Ms Pac-Man* scores which were extremely high, bordering on the unbelievable.

After sending the player a note of encouragement, I filed the letter for future reference. When Steve Harris, Chris Ayra and Billy arrived a couple months later for **Coronation Day**, I

pulled the letter out again. "This would be a great piece to work on together," I announced.

The players read the letter, one after the other.

"The problem, here," said Chris, "is that these scores aren't even real. They're bogus."

Ms Pac-Man was the easiest game to unmask players who reported fraudulent scores. We knew that people could not get past 200,000 easily. And 300,000 was virtually impossible unless you knew how to "group."

Billy laughed. "This player has no sense of how *Ms Pac-Man* works. He's claiming three different games per day in the 250,000 to 380,000 range. That's absurd. I can't even do that."

Chris Ayra jumped on the most telling point: "It takes one hour for a great player to reach 100,000 points. A lesser player would take a lot longer, of course."

The letter said something like this: "Yesterday, I got 269,000 at the Quik-Mart, but a kid banged the machine until my score blanked out. So I went down to Easters Supermarket and got 378,240, but the kid followed me there, too, and did the same thing to that score. This is why nobody else is available to confirm my scores because they are being removed immediately by this kid, whose name I don't even know."

This had to be the most interesting excuse the scoreboard had ever received regarding problems with score verification. The next page listed an entire week's worth of *Ms Pac-Man* playing, listing three high scores achieved every day.

I started writing down numbers. "OK," I said. "If it takes one hour for every 100,000 points, and this kid's scores add up to 900,000 accumulated points per day, he's got to be playing nine hours per day. Right?"

"It would take longer," interjected Billy, "because some boards are so difficult that we spend twenty minutes on them alone."

"Nine hours of play per day," I thought. "Don't these kids think things out when they send in false scores?"

"I understand now," I said in a dramatic voice, "This kid is a higher being and he is not affected by the forces of time and space." In video game circles, he will forever be remembered as "The Man That Time Forgot."

Ms Pac-Man was the litmus test to monitor scores. If any scores aroused my suspicions, I casually asked the player for his *Ms Pac-Man* score. This was a trick question, because no self-respecting video game addict during the golden age would admit to not playing *Ms Pac-Man*. Having a good *Ms Pac-Man* score was necessary to prove yourself in the early '80s.

But, the best way to ferret out fraud was the peer-reviewed method. For instance, in North Carolina in 1984, player after player contacted me privately to tell me how different players (remaining unnamed) cheated on their scores. Of course, I had to hear the accused player's side of the story, too, but it was good to be alerted to potential problems.

It was appropriate that the scoreboard got tough. After all my adventures in verifying scores, the player's statement was the most valuable outcome. It made today's submission form a more powerful tool in the scorekeeping process. It says:

According to scoreboard rules, my score can be challenged by another player who has just cause to believe that my score is not correct or that the settings were not ***TGTS****. The challenger must be a contender on this same game. If challenged, I agree to replay my game in my own town in front of witnesses approved by the Twin Galaxies Intergalactic Scoreboard. If I refuse to replay my game, I understand that Twin Galaxies has the right to remove my score from the record book. The replay must be completed within one year. Or, to be published, it must be replayed in time for the deadline of the next edition of* Twin Galaxies' Official Video Game & Pinball Book of World Records *or the score may be deleted from the book. I understand that I am welcome to unlimited attempts at replaying before the book deadline. I sign this form with the*

understanding that my score can be challenged only one time and accept this condition.

The Video Game & Pinball Masters Tournament

"We were fascinated by the idea of the video game player as a sort of athlete."
Des Moines Register
(August 30, 1982)

Twin Galaxies conducted two annual contests during the "Golden Age of Video Game Arcades." Because of the widespread media coverage they enjoyed, I billed them as the "World's Most Famous Contests for Video Games." Pinball games were not included in these contests, partly because of waning public interest. The real reason, of course, was Guinness' resistance – they simply refused to recognize pinball scores because they considered them unreliable. Despite Guinness' objections, the scoreboard remained pro-pinball and regularly petitioned Guinness to include pins, but to no avail.

Few arcades were offering pinball to their customers because pins had been eclipsed by video. Unfortunately, the scoreboard received only one pinball submission for about every 1,000 scores sent in on video games. Twin Galaxies wanted more pinball scores but few people were playing pinball and no one was sending in scores.

During the golden age, few video games contests were being organized and virtually no pinball contests. By 1984, it appeared that Twin Galaxies had taken on sole responsibility for setting up events for the players. There was little promotional money available from the arcades, and even less coming from the manufacturers. Though ATARI had bestowed a great blessing on us by coming in person in 1983 and crowning Ottumwa the

"Video Game Capital of the World," they were unable to bankroll any of our promotions. All the manufacturers were reeling from the video game shakeout, while at the same time thousands of arcades were permanently closing their doors.

Nonetheless, Twin Galaxies pressed onward and suddenly found its greatest saviour in the U.S. edition of the *Guinness Book of World Records*, which was willing to publish Twin Galaxies' two annual events on a regular basis and give us full permission to publicize this fact.

David Boehm, of Sterling Publishing Co., Inc., wrote me the following letter on November 24, 1984, to help inspire locations to feel confident about participating in our events.

Dear Walter,

As the American publisher of the Guinness Book of World Records *I want to thank you for your kind efforts in supplying us with accurate qualified video game scores for our 1985 edition and I look forward to receiving the same kind of information for our 1986 and future editions.*

We intend to continue publishing video game scores and we are happy to continue to recognize you as the authority for providing these scores along with your organization, The Twin Galaxies International Scoreboard. You are the only supplier of video game scores that we consider sufficiently authentic for us to use your information in the Guinness Book of World Records *and in the* Guinness Sports Book *which we are now preparing.*

If you will be good enough to continue supplying us with this same kind of information, we agree to continue publishing the information in our various Guinness books. As you well know, Guinness books are regarded as the last word in authentic

records and we appreciate your work in supplying us with such material.

Sincerely,
David Boehm

David Boehm had been telling newsmen I was an assistant editor in charge of video games. However, until this letter was issued I had nothing in writing to prove this, people had to take my word that I was authorized to collect scores for Guinness. Once I did, no other promotional firm – and none existed anyway – could field a tournament as prestigious as the **Video Game Masters Tournament** or the **Coronation Day** event.

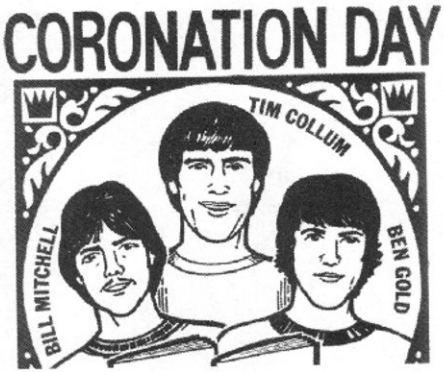
It was a very important collaboration for Guinness, too. David Boehm, Guinness editor, confessed that he had wanted video game scores for years, but knew the games lacked standardization and couldn't be trusted. The breakthrough came when Twin Galaxies and the players found a way to bring the contest rules up to Guinness' standards. Unfortunately, I couldn't sell Boehm on pinball scores, too. Pinball scores, heaven forbid, were completely beyond standardization – or so Boehm believed. Today, Twin Galaxies has adopted pinball standards established by the **Professional and Amateur Pinball Association (PAPA)** and considers pinball as important as video games.

Twin Galaxies made the Guinness contests work by analyzing each game's idiosyncrasies, so that the game environment would be the same everywhere. By demanding that all contest games be set on the same settings, an Australian player would be facing the same scoring difficulties that a Canadian player would – making it easy to judge who was the better player. These standards are now known as the **Twin Galaxies Tournament Settings (TGTS)** and are in the rules section of this book (Part 1: *The Rules of the Games*).

With Guinness as our ally, we ran a total of seven events over four consecutive years – all of which were published in either the U.S. edition of the *Guinness Book of World Records* or the *Guinness Sports Book*.

It was amazing how popular our video game contests became. Boehm told me that they received more mail about video games than any other category in the book. In view of this, it is not surprising that Guinness gave us one-and-a-half pages in their 1985 book. This, I think, was twice the space allotted to chess.

The **Coronation Day** crowd: *(front, left to right)* **Mike Klug, Mark Hoff, Lyle Holman, Shawn Turner, Bill McAllister** and **Walter Day;** *(back, from left)* **Riccardo Albini, Tom Gault, Steve Harris, Billy Mitchell, Tim Collum, Chris Emery, Tim McVey, Steve Sanders, Chris Ayra, Steve Burnett, Roger Sharpe** and *Video Maniac's* **Robert Chavez.** As *Players-of-the-Year,* **Billy** and **Tim** were modeling video game player sportswear produced by **Robert Chavez.** *(Photo courtesy of RePlay magazine and* **Robert Chavez***)*



Our unbroken string of Guinness-supported events began with our second year of crowning the best player of the year. On January 14, 1984 – the first year anniversary of the "That's Incredible" contest – fifteen of the top players came to pay tribute to two magazines during a **Coronation Day** event in Ottumwa. We crowned the players, magazines, arcades and manufacturers of the year 1983. **Coronation Day** attendees included two magazine editors: Roger Sharpe, editor of *Video Games Magazine*, and Riccardo Albini, publisher of *Videogiochi*, the Italian video game magazine.

Andy Pierce of the Ottumwa Chamber of Commerce joined me in front of the television cameras to hand out attractive certificates to the winners. The certificates were authorized by the Chamber of Commerce, The Mayor of Ottumwa and the **Amusement Game Manufacturers Association (AGMA)**. WILLIAMS ELECTRONICS and EXIDY were crowned the video game manufacturers of the year for *Sinistar* and *Crossbow*, respectively. For the weekend festivities, EXIDY loaned two copies of *Crossbow*. Roger Sharpe (*Video Games Magazine*) came in person to accept the "Magazine of the Year" co-winner award with Dan Guttman (*Computer Games*) who received his award through the mail. Arcade honors were shared by Johnny Zee's in Victoria, BC, Canada, and World Class Amusements in Wilmington, NC.

The Players-of-the-Year were: Tim Collum, for winning the **1983 Video Game Masters Tournament**; Ben Gold, for winning the "That's Incredible" Olympics contest; and Billy Mitchell, for having high scores on five games listed in Guinness

The three marathoners in action in front of the scoreboard. From left: **Tom Gault** on *Q*Bert*, **Tim McVey** on *Nibbler* and **Chris Emery** on *Joust*. What a zoo! (Photo courtesy of Chris Ayra)

(*Donkey Kong*, *Donkey Kong Jr*, *Ms Pac-Man*, *Pac-Man* and *Burgertime*.) Billy held more high score titles than any other player in the world at that time.

At the end of the official ceremonies, the real fun started. The place stayed open for three straight days and nights as three players tackled marathon games. Fifteen players lived in the back of the arcade during this weekend – including Steve Harris, Steve Sanders, Billy Mitchell, Chris Ayra, Mike Klug, Bill McAllister, Tom Gault, Tim McVey, Chris Emery and a few whose names have been forgotten over time.

Ottumwa's own Tim McVey settled in front of ROCKOLA'S *Nibbler* and played for forty-four-and-a-half hours to reach the first billion points ever tallied on a video game machine. Joining McVey was Tom Gault, of Duluth, MN, who took on *Q*Bert* – which was the most mischievous game to try to marathon. Lastly, Chris Emery came from Winnipeg, MB, Canada, to enslave *Joust*.

In the morning, I put out timelogs for each player and set the games going. The three of them were side-by-side in front of the scoreboard, at the back of the arcade. It would be all fun and games for the first day, until the shapes on the screens turned inside out and the colors became hideously deformed. All three

of them were veterans of Twin Galaxies marathons so they already knew that the eyes were the first to go during the long haul.

Chris Emery feel asleep three times during the game. He would just lay his head down on the machine and drift away. McVey, sitting beside him, was so stupefied with fatigue, that he would watch Chris sleep without any comment. However, whenever the players assigned to the marathoners noticed Emery in repose, they would pick him up and throw him in the shower in the back of Twin Galaxies. The water was ice cold – Emery ended up with three showers before the grind was over.

Mike Klug, *Pole Position* champ, was at Twin Galaxies to break the world record shared by himself and Les Lagier. The high score of 67,260 had been achieved over one year before and Klug was hoping to make a breakthrough while at Twin Galaxies. Klug was a true warrior. He sat in the cockpit and played and played. After hundreds of games, he became so tired, that he rested his arms by driving the qualifying laps with his feet. Later, in 1986, Mike would finally pass one more car to raise the world record to 67,310. Les and Mike believe that even one further car can be passed before attaining a maximum score which can never be beaten.

On the final night of the marathon, a reporter arrived to conduct interviews. I told him we were having a special contest for players who could only use their feet. I pointed to Gault who had his right foot propped up on the joystik, working his *Q*Bert* game. His hands were frantically working the Rubik's Cube held over his head.

"Follow me," I said, as I invited the reporter into the bowels of Twin Galaxies. I had put my fingers to my lips to suggest silence as we watched Chris Emery's head bob up and down and finally settle into sleep on the *Joust* machine. The reporter looked confused but I continued back further into the arcade until we were right behind Mike Klug. After 200 games of *Pole Position*, Klug was burnt out. He was slumped in the cockpit

with his feet up on the steering wheel. He was working the gas pedal with a stick held in his hand. My eyes became riveted on the score counter as it went higher and higher.

"Wow," I exclaimed out loud as the final score crept past 66,000 points. Klug heard me and looked up at us. "Mike, this is a reporter, tell him how many people in the world can break 66,000 points on this machine."

Klug sat up and slowly said, "Maybe three or four."

Turning to the reporter, I said, "You just saw the best player in the world play a game with his feet that other players cannot match with their hands." The reporter, scribbling down my statement, nodded. He seemed duly impressed.

Right after the reporter left, Tom Gault's *Q*Bert* game entered the throes of death. Tom Gault was, in the words of the other players, "the best *Q*Bert* player they ever saw." He was some sort of mathematical genius who could figure out strategy on a level no other player could reach. And he was tenacious. Billy later said, "He fought to the end. He was a fighter. He got out of tight spots that were beyond belief." But, Billy had already seen three *Q*Bert* marathons and knew what would happen to Tom's eyes before long.

"He's got over 500 men, he can last forever," said Steve Harris. "No, Gault is finished," Billy predicted.

During the first day, Tom would dare to play with his feet, while solving the Rubik's Cube with his hands behind his back. On the last day, however, Tom hung on for hours with just a couple of men remaining. Then his eyes were gone.

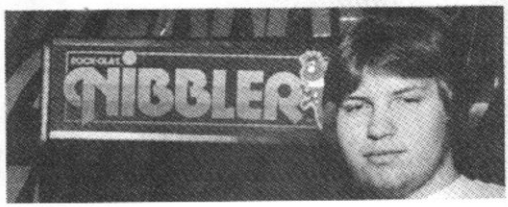
"I ain't kidding you. I can't see anything," he shouted at me. Tom then goes down and tries to jump on a disk that is no longer there.

"You just used that disk," scolded Billy, who was watching.

"Oh," Tom mumbled.

At the very end, Tom placed his *Q*Bert* at the top of the screen and, when the monsters moved in for the final kill, he whipped out his camera. With a brave warrior's cry, he photographed *Q*Bert* as he jumped off into space for the last time. Without a word, Tom

TIM McVEY DAY



Ottumwa, IA, honors **Tim McVey** for being the first player to reach ***1 billion points.*** As late as March of 1997, callers were asking if Ottumwa still celebrated ***Tim McVey Day.***

went into the broom closet to sleep for two days. I was just as exhausted – I fell asleep in the back room.

In my dreams the world's largest cash register fell off a counter and made a sound like a plate glass window breaking. The dream was so vivid that I sat upright with a start. I got up and walked out into the back of the arcade where I found all fourteen players frozen in mid-step, staring at me wide-eyed.

"What was that noise?" I asked dreamily.

"Someone slammed the door as they left," Billy Mitchell said real fast.

"OK," I responded sleepily and I went back to bed. If I had been awake and done some investigating, I would have found the floor strewn with colorful cubes of shattered safety glass from one of our pinball games. Billy had been demonstrating the many uses for a pool stick and had thrown it the length of the arcade like a javelin, where it hit a pinball game and broke the glass. The sound had entered my dream.

I arose early the next morning. The final hour of McVey's journey was at hand. McVey had made it, mainly because Chris Ayra had stayed up the entire forty-eight hours, urging him on,

giving him food. At about 5:30 a.m., the television reporters rushed over. Finally, after two full days, only McVey's *Nibbler* marathon was still going. As he got closer to 1 billion points, he began to lose men faster and faster. The glare from the TV camera lights bothered him and I became worried that he would fail. "Come on, Timmy," I whispered to him. "You're almost done." At 990 million points, he only had six men left.

McVey's nerves didn't crack, however. He actually gained four men back and passed 1 billion points with ten men in storage. As he finished the final screen at 999,950,950 points, he stood back as the bonus points ringed up to 1,000,042,270. He then walked away from the *Nibbler* machine. Thirteen years later, his record still stands.

Twin Galaxies Leaves Ottumwa

By March of 1984, the video game boom was over in Ottumwa and the Twin Galaxies arcade was fading fast. Income had dropped drastically. The world's most famous arcade closed on March 6, 1984, and the International Scoreboard moved to Wilmington, NC. Miraculously, the tradition of contests continued onward, but not before a few major side-trips were made to Florida.

Steve Burnett, owner of World Class Amusements in Wilmington, NC, became my partner in a project to open up an $11 million Twin Galaxies amusement complex in Orlando, Florida. I spent three months living in the back of World Class Amusements, writing a 150-page business plan to develop Florida's first tourist attraction for video game enthusiasts. Obstacles were insurmountable, however, as numerous trips to Florida and many spent dollars failed to obtain funding for the facility. Sadly, we found that 1984 was not a good year for procuring investment dollars. Though we met with investors in Florida, North Carolina and South Carolina, no investment capital was available at that time.

My second year as a Guinness assistant editor in charge of video games began on June 1, 1984, when I started working on the **1984 Video Game Masters Tournament**. Even though this would be a drought year because few arcades had survived the shakeout, the lure of Guinness attracted an adequate number of regional sites to sponsor the event. The contest was scheduled for June 29 through July 1, 1984 – a mere day or two before the Guinness deadline for the 1985 book.

The tournament was played in eight locations: Cloverleaf Game & Golf in Miami, FL; Space Shuttle Amusements in San Jose, CA; Space Station in Anchorage, AK; Johnny Zee's in Victoria, BC, Canada; Video Wizard's in Villa Park, IL; World Class Amusements in Wilmington, NC; Arnold's on the Avenue in Seattle, WA; and the Broadway Arcade in New York, NY. Unlike the 1983 tournament – when we ran all over the country – I wisely decided to avoid the stress of traveling. World Class Amusements would be the headquarters for the 1984 event and scores would be monitored via telephone.

The players traveled, though. Two or three dozen players living in cities with no contest sites immigrated to the nearest participating arcade that owned the games of their interest. Since sixty different games were in the contest, no location was fortunate enough to have all the contest games in their arcade holdings. Some players had to do some serious traveling in order to get a title shot on their favorite games.

The media coverage was good in 1984. Steve Harris, who was in charge of writing articles for the International Scoreboard, got *RePlay* to publish a two-page report in their August edition on the 1984 Guinness competition. Steve reported that the playing rules were in transition. The games were put on the hardest settings to prove who was the best and to cut down on the length of time needed to complete a game. These were the early beginnings of the **TGTS** and I was attempting to completely cut marathons out of all tournaments.

While in New York, NY, in early June to pitch the **1984 Video Game Masters Tournament** to the national media, I paid a visit to the famous Broadway Arcade, owned by Steve Epstein. This resulted in a New York City location as I agreed to send Epstein every player from the greater New York area. Apparently, he was pleased with the outcome because he joined the contest for two years in a row.

Of all the contest sites, the Wilmington location attracted the best players. Ron Bailey, a forty-five-year-old chemical engineer from Shelby, NC, who looked like Humphrey Bogart, drove to contest headquarters in Wilmington, NC, to take one final shot at the *Berzerk* title. By 1984, Berzerk was already out of circulation, considered an old game that had very little player appeal. Bailey found one at a bar in Wrightsville Beach, NC, and I agreed to witness his play.

His main competition, Joel West, who had studied *Berzerk* with Bailey back in Shelby, NC, was unavailable for the contest, so the title quest was solely in Bailey's hands.

The noise in the bar was massive and pulverizing. The cigarette smoke hung like canopies, obscuring the screen. Unfazed, Bailey went in the restroom and came out with his ears stuffed with toilet paper – and the world went away. When he came up for air, he found he had racked up a new Guinness record of 104,680 points, beating the old record by over 10,000.

"I got in the zone," he said. "Though I had lost two men by the time I reached 19,000 points, I carried my third man for the next 67,000 points. I was on automatic."

I knew what he meant by "automatic." I was still laboring on my *Centipede* game, trying to elevate it to a stellar level. As for Bailey, he didn't finish until 2:00 a.m. He then drove eight hours up to New Jersey to see his mother. He didn't dare tell her why he was so late to see her – she would have killed him. To this day, the scoreboard considers Bailey's feat one of the highlights of the Guinness contests.

A few days after the contest, a stranger came into World Class Amusements, looking for me and Steve Burnett. Being known as a Guinness assistant editor attracted some surprises.

"Did you see me on television?" he asked. I certainly hadn't. Then, I recognized him. He had come in a few times before, asking why *Spiders* – an obscure game that no one else played – was not included in the Guinness contest.

"I heard you wuz a Guinness editor," he said, "and I wanted you to help me get in the *Guinness World Record Book* as the man who played *Spiders* the longest over a river."

Yes, it turned out to be true. This man had hired a large crane to suspend a *Spiders* game and a chair high above the Cape Fear River and play it for a few hours while passing traffic honked at

Further proof that the flying saucers are real.
Billy Mitchell and **Steve Harris** (both standing) trap an extra-terrestrial being who has morphed itself to look just like **Ben Gold**.
(Photo courtesy of Chris Ayra)

him from a nearby bridge. "I played for three hours," he bragged. "No one else has ever done this before."

Steve Burnett, who had been listening, came from behind the counter and said, "Look, if we can't get the man who played *Space Invaders* underwater for twelve hours into the book, how can we get you in there?"

I jumped up and said, "That's right! And what about the guy who played *Pac-Man* for four hours while fighting off a hungry bear? Guinness won't recognize his record either."

Burnett, not done with him yet, pushed it even further. He said, "Guinness may not accept your score because it isn't dramatic enough. The only man who may have a chance is the fellow who got a high score on *Spiders* while being dragged by a team of wild horses."

In spite of our ribbing, this man never gave up. I got his letters for over a year.

In September of 1984, the scoreboard moved to Louisburg, NC, a rural suburb of Raleigh. It then went to Steve Harris' home in Gladstone, MO. Gladstone remained Twin Galaxies' official address for more than a year.

On occasion, to fight off loneliness when I was living in Louisburg, NC, I would go to a laundromat that also doubled as the local town bar and pool hall. There, I played *Ms Pac-Man* two times per week. The video games were lined up along a wall adjacent to the pool tables. Each game was separated by two feet of space, allowing enough room for a person to squeeze between the games and lean against the wall.

One night, I got 280,000 points on my first man and was on my way to a new personal high score. Behind me, a fight broke out at the pool tables. The two combatants, grappling in each other's loving arms, careened across the room and brushed by right shoulder and smashed up against the wall between my game and the game on my right.

Then they smashed up against the side of my *Ms Pac-Man* game and leaned it over until it hit the game on the left. Then,

they moved out of the way and the game toppled back over the other way until it hit the game on the right side. It wasn't over yet, as the fighters came back again and crowded up against my game, leaning all over me. Their heads went in front of my face, blocking my view of the screen.

All the while, I was ignoring what was going on, desperately trying to keep my record-breaking game alive. They were spitting and swearing and shouting only four inches away from my face. Then they jerked away and the fight went to the other side of the room. I was still on my first man and kept going. I had a new high score that night but never went back there again.

I returned to Iowa in October to attend the **AMOA Expo** trade show. Even though the players got into constant trouble, the show was good for Twin Galaxies. I came prepared for promotions, bringing nearly twenty players in tow. We were great at publicity, being photographed with the presidents of most of the Japanese firms. Every magazine covering the show – *RePlay*, *Playmeter* and especially *Vending Times* – gave the **U.S. National Video Game Team** stellar media coverage. There was a downside, however, as the team got failing marks on behavior. I was called into the Show Manager's office numerous times and told to control my team.

Financial problems plagued us at the show and Billy Mitchell got stranded with no plane ticket home. Upon hearing this, John Rowe, the President of SNK, reached into his own pocket and bought Billy his plane ticket home. Later, when Billy tried to pay him back, he refused the money.

AMOA'S NANI

In November, John Klayh – an entrepreneur operating under the name The Electronic Sports Network in Winnipeg, Canada – flew me and Steve Burnett to a meeting to discuss a network-connected game system. They wanted to establish a system that

would allow players to compete in head-to-head games from remote locations.

We were lodged in the five-star Westin Hotel and met Klayh each day to go over the different problems Twin Galaxies encountered when scoring each game. Klayh was hoping to add my contest information to his pool of knowledge and needed to review our **Twin Galaxies Tournament Settings**. Because the video game manufacturers refused to follow universal standards, it was discovered that some games, apparently, could not be linked to this network.

John Klayh spent twelve years solving these network problems before his system could be implemented. It is now known as **AMOA's NANI** system. Klayh's genius offered a vision too far ahead of its time. Development of the system lagged due to funding problems and all further interaction between Twin Galaxies and The Electronic Sports Network ceased until 1996.

The Second Coronation Day

On January 10, 1985, Steve Burnett, Billy Mitchell, Steve Harris and myself flew into Los Angeles, CA, to set up the **Coronation Day** tournament at Captain Video's in West Los Angeles, CA. This would prove to be one of Twin Galaxies' greatest achievements. The four of us would not be participants in this contest – we were the officials.

Coronation Day, scheduled for January 12-13, 1985, was an invitational-only contest attracting twenty-two hand-picked players from all corners of North America. It was our Cadillac event, cut from the same cloth as the "That's Incredible" contest of two years earlier. I noted that the players behaved differently when they participated in a contest that pitted them against each other. They focus more seriously and do less mischief.

Upon further analysis, I realized that the **Video Game Masters Tournament** – a contest which only required improving your own high scores – didn't spark the same competitive zeal that surfaced during **Coronation Day**. For a change, the players put all their creative forces into the contest and spent little time on pranks.

Four different games were included: SNK's *Mad Crasher*, EXIDY'S *Cheyenne Gun*, DATA EAST'S *Karate Champ* and ATARI'S *Return of the Jedi*.

Sandy Bettleman and his son **Heith**, holding the scissors – representing C.A. Robinson & Co. – officially start **Coronation Day** with a ribbon-cutting ceremony.
(*Photo courtesy of Chris Ayra*)

My co-host for handing out the awards was Cathy Silvers – the beautiful daughter of comedian Phil Silvers – courtesy of the Rogers and Cowan talent agency. The media exposure was excellent as *USA Today* gave the contest a healthy paragraph in the "Lifeline" column on January 2, 1985. ABC-TV's "Entertainment Tonight" gave the event national TV coverage by making it part of their Sunday night show. The video game manufacturers were pleased with the media exposure and the contest left everyone involved with a positive feeling. And, as the emcee, my performance in front of the cameras was one of my best.

My favorite memory of the event was when the "Entertainment Tonight" camera crew came in and the lady reporter said, "Oh, I love their shirts. Look at their shirts – all the places they are from." I jumped up in glee. I had known it would happen this way.

The shirts had been an issue. The players were angry that I had selected bright orange shirts for the contest. Any other color would have been better, they complained. Then they got even madder when I insisted that they wear them during all contest hours. (Boy, did they smell.) I had chosen bright orange to make the players look exceptionally colorful on TV. Furthermore, I custom-made each shirt with the player's hometown printed on the back so that the TV cameras would reveal how this was truly a national event, with players coming from everywhere.

For two straight days, the players would have the opportunity to play as many times as they wanted while the referees watched and logged their scores. The tournament began with a small celebration sponsored by C.A. Robinson & Co., a legendary video game and pinball distributor based in Los Angeles, CA. The Bettleman family donated balloons and party items and kicked the event off with a grand ribbon-cutting ceremony performed by Sandy Bettleman and his son Heith.

The drama started early when Donn Nauert took command of the entire contest with his performance on EXIDY'S new

shooting game, *Cheyenne Gun*. Nauert could whip the gun barrel around faster than most people could see. He was blessed with superhuman eye-hand coordination and could place shots with pinpoint accuracy. At about two shots per second, he made the gun flash like a strobe light – and he seldom missed. Nauert's performance was another one of those rare, transcendental moments that occurred when a player slipped into some sort of higher awareness and becomes one with the machine.

It was not just me who appreciated the spectacle that night. Everyone in the entire room had grown quiet, transfixed by the spectacle. Nauert was in the zone. He didn't even know anybody was behind him watching. Something happened behind him that momentarily drew his attention from the game. He looked up and saw a hundred people behind him, spellbound, silently watching him play.

"This is it," my mind leaped in excitement, remembering the real reason why I had started this video game madness five years before. "If only once," I thought, "I could reach this peak level of performance and have the best players in the world on hand

Steve Harris receives an award from **Cathy Silvers** for being one of the top players of the year. (Photo courtesy of Chris Ayra)

Top: **Phil Britt** *receives the first place trophy and a hearty handshake from Walter Day as ABC-TV's "Entertainment Tonight" keeps the cameras rolling. Bottom, from left:* **Mike Sullivan, Jeff Peters, Phil Britt, Jack Gale** *and* **Donn Nauert.**

The **Manufacturers-of-the-Year** (left to right):
An unidentified ATARI representative,
John Barone for EXIDY, **Jolly Backer** for DATA EAST USA,
Jerry Momoda for NINTENDO,
an unidentified representative for SNK,
Steve Harris and **Rob Boldt** for CINEMATRONICS.

to witness the performance, the original yearning that pulled me into the world of electronic games would be fulfilled." I snapped out of my reverie as a radio news reporter suddenly shoved a microphone in front of my face. The media coverage was becoming tremendous.

On the second night, many nice surprises made the grand finale end on a triumphant note. First, two groups of television reporters walked in the door as the contest was close to ending. One was a national crew from "Entertainment Tonight" and the other represented the local ABC affiliate. Both of them were on deadline and wanted to grab some shots and leave. Fortunately, I was able to find exciting things for them to film to keep them in the building until Jeff Peters made his bid to take over third place.

Peters, a player representing Etiwanda, CA, was coming from behind, barely keeping his last quarter alive on *Cheyenne Gun*. Peters, the only player still playing by this time, moved into third place even as we watched and then threatened to take over second. The lady from "Entertainment Tonight" became impatient and expressed worry over her impending editorial deadline. However, when she realized how dramatic the final moments of the contest had become, she had her film crew photograph Peters' every move until his game died out.

The glare of the TV camera lights on the video game screen made Peters' feat even more amazing. "I can't see," he shouted desperately, as he lost man after man. At one point, a newscaster stood right beside him and started describing Peters' battle in a dramatic voice. At my request, the TV crew pulled away and watched from a distance. By now, their impatience had turned to enchantment.

Donn Nauert was still in third place. For Peters to surpass Nauert and take over third place, Peters needed a score on *Cheyenne Gun* of 42 million points. The crowd surrounding Peters got bigger and bigger as he passed the 40 million mark. Jeff Peters, like Nauert, could place his shots with pinpoint accuracy and put on an amazing show. Peters, like Nauert the day before, slipped into the zone and transformed the atmosphere in the room.

With just a few men left, Peters reached the 42 million point threshold and took third place away from Nauert. He died soon after, at somewhere just past 43 million points. Peters was now in third place to stay, because the contest was over.

Meanwhile, the other big surprise that added a nice touch to the final moments of the contest was Jack Gale's mastery of *Karate Champ*. From the very beginning of the contest, Gale

realized that he knew something about *Karate Champ* that no one else knew. Like a poker player, he kept his hand close to his chest and refused to reveal the knowledge that would prove to be his ace in the hole.

By the last hour of the contest, I was circulating the game room, announcing that this was each person's last game. Any game started now could be finished – even if it extended past the deadline – but no more games can be started after this announcement. Gale walked over to *Karate Champ*, which was already abandoned because no one could get their score any higher. No one paid attention as Gale started playing. The highest score so far was 128,000 points, scored by Mike Sullivan of Riverside, CA.

Do you know who these people are?
Though unknown to the outside world, here are the real heroes of the "Golden Age of Video Games." The men and women of the coin-op entertainment world gathered in February of 1984, for a rare picture to honor two of their own:
Al & Leah Bettleman *(in center)* of C.A. Robinson & Co., for their *Fiftieth Wedding Anniversary.*
(Photo courtesy of Sandy Bettleman)

Soon, Gale was passing player after player and, before long, passed the 100,000-point mark. Then, Ben Gold noticed his progress. "Look at this," Ben shouted, as he saw Gale's secret trick in operation. I noticed a crowd gathered around a *Karate Champ* machine and went to see what was happening. Ben said to me, "Look! Jack has just passed Mike Sullivan and is not slowing down. He's using the trick he wasn't letting any of us see."

Gale would crouch his man down low and then pop up with a punch – a simple move no one had thought of. This maneuver got him through opponent after opponent, until he ended up with a score of 235,000. His performance on *Karate Champ* was so spectacular, that today's world record – twelve years later – is only at 239,000, a mere 4,000 points more.

Though Gale's great finish didn't help him take away fourth place from Donn Nauert, he got close. Jeff Peters' great finish, however, did take him past Nauert into third place. The great finishes by Peters and Gale made it a satisfying ending for all involved. The manufacturers had come in person and were wowed by the major media coverage that the contest had drawn.

The awards were handed out in front of a large crowd. For the first time, a Texan did not win "Player-of-the-Year" laurels. Phil Britt of Riverside, CA, took first place followed by Mike Adams, also of Riverside. Jeff Peters from Etiwanda, CA, held third place.

The final standings looked like this:

1. Phil Britt	Riverside, CA	80.0%
2. Mike Sullivan	Riverside, CA	73.6%
3. Jeff Peters	Etiwanda, CA	72.2%
4. Donn Nauert	Austin, TX	70.6%
5. Jack Gale	N. Miami Beach, FL	67.2%
6. Joe Janiec	Anchorage, AK	47.3%
7. Landon Rothstein	Coram, NY	44.4%
8. Mike Ward	Madison, WI	43.2%

9. Kelly Kobashigawa	Los Angeles, CA	38.4%
10. Gary Hatt	Monrovia, CA	38.0%
11. Dwayne Richard	Grand Prairie, AB, Canada	37.3%
12. Chris Emery	Winnipeg, MB, Canada	36.4%
13. Ben Gold	Dallas, TX	36.1%
14. Kevin Pollock	Claremont, CA	33.0%
15. Roy Shildt	Westwood, CA	31.7%
16. Steven Beall	Santa Maria, CA	30.0%
17. Perry Rodgers	Napa, CA	29.4%
18. Tony Weiner	Tarzana, CA	25.6%
19. Tim Williams	Moscow, ID	21.6%
20. Mark Alpiger	Louisville, KY	21.6%
21. Tom Asaki	Los Alamitos, CA	19.5%
22. Chris Ayra	Miami, FL	19.3%

Jerry Momoda, our good friend from NINTENDO, was on hand to represent his company at the proceedings. He made the mistake of handing his camera to Billy – the most mischievous player on the team – and saying, "Take a picture of me in front of the contest games."

Billy couldn't get a clear shot from where he was, so he ran behind the bank of contest games to get to the other side. Behind the games he found Cathy Silvers, the co-host of the ceremonies. Billy whipped up the camera and Cathy automatically posed for a photo. Billy didn't even stop as he emerged on the other side of the games to take Jerry's photo.

About a month later, Jerry and his girlfriend picked up the pictures from the drug store. As Jerry drove, his girlfriend began going through the photos, making comments.

Suddenly, Cathy Silver's picture had reached the top of the stack.

"And who is this?" she demanded angrily between clenched teeth.

Jerry couldn't believe his eyes. "How did that get in there?" he wondered.

The 1985 Video Game Masters Tournament

With the contest over, I flew back to Gladstone, MO, famous for its steel mills, to get my car at Steve Harris' house and drive back to Iowa. Steve Harris returned to Fairfield with me to work on the **1985 Video Game Masters Tournament**. Fortunately, we worked well as a team and went to New Orleans, LA, together to set up an exhibition booth at the **Amusement Showcase International (ASI)** – a trade show for the coin-operated amusement industry.

Though Twin Galaxies had brought members of the **U.S. National Video Game Team** to seven trade shows in three years, we avoided becoming exhibitors until **ASI** (March of 1985) in New Orleans, LA. There, our bid to promote the **1985 Video Game Masters Tournament** was successful as Steve and I signed up the Huish Family Fun Centers chain in California and the Fernandez Fun Factory chain in Hawaii as contest locations.

As working partners in Twin Galaxies, Steve and I split up work assignments. Steve worked on a Turbo-Sub contest held at the Aladdin's Castle in the Del Amo Fashion Center in Torrance, CA, while I put together a **Red Cross Contest** in Napa, CA. In May, I was flown to Napa to conduct a contest

Steve Harris and **Walter Day** exhibiting at the **ASI** and signing up **Linda Fernandez's** Fun Factory Arcade Chain. With them are BALLY'S **Dave Marofske** and **Stan Jarocki, Jr,** accepting an award from **Twin Galaxies** for *Spy Hunter*. (Photo courtesy of RePlay magazine)

The Red Cross Contest *(left to right):*
Perry Rodgers, Donn Nauert, Walter Day,
Tracy Ross, David Presley *and* **Bo Rice.**
For this contest, DATA EAST USA *donated Commando, Kung-Fu Master and Karate Champ; and* TEHKAN *loaned Gridiron Fight. (Photo courtesy of Richard Schlosser)*

designed as a fundraiser for the local Red Cross chapter. The contest included four games donated by DATA EAST and TEHKAN. DATA EAST supplied us with *Commando*, *Karate Champ* and *Kung Fu Master*, while Tehkan loaned us *Gridiron Fight*. It was Twin Galaxies' least eventful contest ever. Only one TV station came to document Donn Nauert, a Texas player, win the free game donated by DATA EAST. The only other significant event to occur during this contest was a failed attempt by Perry Rodgers, a local video game superstar, to break the *Centipede* record of 25 million points.

After the contest, I joined the three players from Texas for a visit of the DATA EAST facilities to enjoy a tour of the factory. The most striking memory of the tour was a huge warehouse

filled with hundreds of Commando games in different stages of assembly. After the tour, Nauert, the winner, and the two other Texans, drove me to Manteca, CA, where I was dropped off to visit my parents for a few days.

While in the car, we stopped at a street sign where four pretty girls were standing. I shouted "Hey girls, Look! It's me, Donn Nauert."

Our 1985 Twin Galaxies logo no longer emphasized Ottumwa as the "video game capitol of the world."

I immediately squeezed down by the floorboards, so that when the girls turned around, they saw just Donn, sitting behind the steering wheel with a bright red face. I had realized that Bo Rice and David Presley, who were sitting in the back seat, were surrounded by luggage such that the girls could not see them. All they saw was Donn – with a guilty look on his face.

Everybody thought it was funny, including Donn. Unfortunately for Donn, the two Texans in the back seat thought it was very funny – they tortured him with this same stunt, repeated at every street light and stop sign, all the way back to Austin, Texas. I hope Donn has forgiven me by now.

Back in Fairfield, I discovered Steve had signed up a few more contest locations. The summer event was now scheduled for about thirty locations in North America during the weekend of June 28-30, 1985.

The tournament was hot property this year. Hawaii alone had five locations, while places in Kalamazoo, MI; Tulsa, OK; Anchorage, AK; Denver, CO; Valdosta, GA; Wichita, KS; Chicago, IL; Seattle, WA; and a dozen more had also jumped on board. As part of a promotional package, Johnny Zee's arcade in Victoria, BC, Canada, agreed to cover a considerable amount of

the contest expenses while we, in return, established Victoria as the headquarters for the event. We did a fine job of making it the most professionally organized event in Twin Galaxies' history. Three manufacturers paid $1,500 each to have their games designated as the primary contest pieces. DATA EAST'S *Kung-Fu Master*, EXIDY'S *Cheyenne Gun* and CINEMATRONICS' *Cerberus* were the featured games in a high score contest that included over 100 other older titles.

Considerable goodwill was generated by the contest, too. Charitable donations were collected at the contest sites for CARE's African Relief Fund. Though the total revenue generated was barely $250, the publicity it excited was respectable. Industry coverage was ample, as usual. *RePlay* and *Playmeter* magazines set aside lots of space in their April, 1985, editions to urge locations to join the tournament.

Help was found on the consumer side, too, as *Computer Entertainment Magazine* donated three months of full page ads to the contest while we, in return, promoted them as the official magazine of the event.

Victoria, British Columbia, Canada

We flew into Victoria on Thursday, June 27, 1985. While driving from the airport, I saw the word "Guinness" on a billboard.

"Stop," I shouted. I twisted around, trying to see through the pile of suitcases filling the back seat. I could barely make out the billboard congratulating Mark Sutton, a pole-sitter who, apparently, was due to descend to the ground within three or four days.

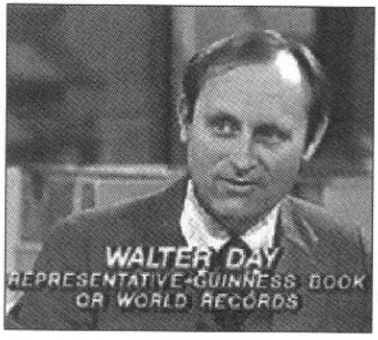
This, however, was not the source of my excitement. The billboard was claiming that Guinness was involved. Guinness was officially – or so they were claiming – giving recognition to this feat when Sutton, the new record breaker, would be coming down after 488 days of flag pole-sitting. My mind raced ahead and beat the car to the hotel. I knew a promotional break-

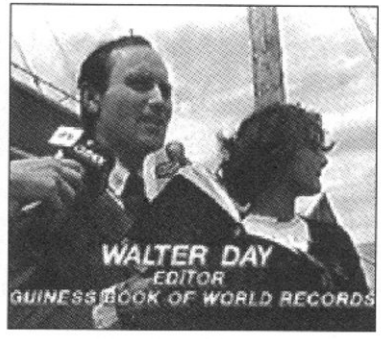
through when I saw one. Though Sutton was sitting on flagpoles, I was walking on eggshells.

Though my reason for being in Victoria was unrelated to this event, I was intrigued by the prospect of participating. I immediately called David Boehm, editor at Guinness, and told him what I saw. David verified that Sutton's feat would enter the book. With a little shyness, I asked, "Can I go make a statement?"

"Sure," David said, "Go say something to make it official."

Wow! After three years of video game and foosball contests, I would represent Guinness in a new capacity as I welcomed Mark Sutton back onto Canadian soil. Mark Sutton was contemplating his last night on the flagpole when I called him on his "treehouse" phone to tell him I would be there the next day. I made the rounds, calling all the organizers, too, letting them know I was in town and would be making an announcement on "descent" day. They were all excited at the prospect of having a Guinness representative appear in person to officiate the ceremonies.





Two television appearances during the Victoria trip focused on my role as an assistant editor in charge of video game scores for the U.S. edition of the Guinness Book of World Records.
Left: The "Noon News Show" on CHEK-TV.
Right: A live newscast on **Mark Sutton's** pole-sitting record.
(Photos courtesy of CHEK-TV in Victoria, BC, Canada)

On the big day, I was on Canadian national television addressing a large crowd, announcing Guinness' recognition of Sutton's record. Sutton's new record of 488 days had eclipsed the old record – which I think was 440 days. His reign was short, however, because a woman elsewhere had already started her own quest for the title and broke Sutton's new record before the year was over.

The next day (Tuesday, July 2), CHEK-TV invited me on the air to discuss my role as an assistant editor for the U.S. edition of the *Guinness Book of World Records* and allowed me to give a pitch for the **Iron Man Contest**, which was set to start on Friday, July 5, at Johnny Zee's in Victoria, BC, Canada.

The 1985 Tournament Begins

Now, back to the high score contest, which started on the previous Friday morning. Twenty-five members of the **U.S. National Video Game Team** gathered around me from all over the nation to try for high scores and do media interviews. This was the aforementioned contest that got us thrown out of three hotels and inspired this book.

The **1985 Video Game Masters Tournament** was the best and the worst. The players were at their most mischievous behavior. I was getting worn out from the long hours and from feeling the burden of responsibility for their welfare.

Ms Pac-Man and Missile Command

The biggest spectacle at the Victoria contest site was the high scores reached on *Ms Pac-Man* and *Missile Command*. The *Ms Pac-Man* score had now reached the stratosphere. Only a few people could command the game on this level. Even though hundreds of players had reached the 200,000 level during the early '80s, only about ten people had reached the 300,000 level. By 1985, as *Ms Pac-Man* entered the twilight of its life, only four people had the ability to go to the end of the game. On board 135, as only the best know, the *Ms Pac-Man* screen turns upside down and the machine aborts.

Billy Mitchell and Chris Ayra had come to Johnny Zee's to prove a point. They were the two best on the game and were going to make it a personal duel. They decided to play doubles – one would watch while the other played. They would then switch whenever one of them lost a man.

Billy went first and lasted for more than 300,000 points on his first man. Chris went next and got even further than Billy. Billy took over the controls and promptly killed off his man on purpose.

"What are you doing?" Chris cried in astonishment. Billy said, "It's all yours. You've gone so far already that I don't want to take away your momentum. Anyway, look at the clock," Billy warned. "The time is running out. It's already 8:00 p.m."

At that moment, I walked through the arcade shouting, "Last game. The game you are on now can be finished, but nothing new can be started."

Chris took his second man past the 700,000 level. In the end, he put together a near-perfect game and got 874,530 points after nine hours of play. He narrowly escaped termination again and again. As expected, the "kill screen" at board 135 terminated his game. When a player complained about Ayra getting to play past the time limit, I said, "The contest is over, but – like in football – the ball is in play, so, as long as the ball is alive, the game is alive."

I stood and watched amazed, for hours – as I was expected to. This was the main reason this tribe of players gathered around me wherever I went, to play in front me for complete verification. I was momentarily called away from *Ms Pac-Man* to witness another "matured" classic get its long-standing "unbeatable" high score shredded. *Missile Command* was already an ancient game by 1985. The best players had already achieved their top scores and had long retired. The game was forgotten, worn out. It was a very difficult game to play when set on the **Twin Galaxies Tournament Settings** and players usually avoided it in later **Video Game Masters Tournaments**.

However, Roy Shildt was the only *Missile Command* dinosaur still left, still willing to go the extra inch for the world record. Until Twin Galaxies established tournament settings for *Missile Command*, it had become a marathon game, easily played by most good players until they died of boredom.

To bring it back to life, I said, "OK, *Missile Command* players, you get only six cities with no additional bonuses." This, I announced, would be the official **TGTS** for *Missile Command* from now on. Shildt never shied away from the challenge. He came to Victoria determined to master these newer, harder settings and he did it as I stood and watched.

Because the game moves fast, it took only forty-five minutes before he reached 1,695,265 points for a new record. David Boehm, at Guinness' headquarters, chose Shildt as the only player to ever have his photograph published in the video game section.

Shildt's *Missile Command* performance and Chris Ayra's *Ms Pac-Man* record were the stellar accomplishments of the 1985 event. Two of video game history's greatest games had been brought to the maturation point.

Because Shildt had had a big falling out with the other players, a major dispute erupted because he played his game after the time deadline. The other players demanded that his performance not be included. I had agreed to let them partici-

pate in decision making on the contest. However, Shildt's score went into the *Guinness Book of World Records* because it was too unbelievable to not receive full credit.

Two other players who should be given special notice were Kelly Kobashigawa and Jimmy Jung – both from Los Angeles, CA. Kobashigawa was a *Track N Field* specialist who could move his fingers faster than an electric toothbrush and Jung was the world's best *I, Robot* player. Both players would attract crowds wherever they played. Kobashigawa should have been invited to perform at **The Electric Circus** as the man who had the "world's fastest fingers." His 95,040 points on *Track N Field* is still a world record. Jimmy Jung, on the other hand, was a phenomenon on *I, Robot*, achieving 818,624 points for a berth in Guinness that still stands.

The Iron Man Contest

With the high score part of the contest over, ten of the players went home. The contestants for the **Iron Man Contest** stayed on. These fifteen remaining players were faced with the burden of keeping themselves occupied for the next few days – a prospect that struck fear in my heart.

Of course, you already know part of the story. We went through two hotels real fast. When we finally had to move to the last hotel – and it was the pits – I went into the players' rooms to see if there were any predictable objects of mischief I could remove before they moved in. They were simple rooms – a few beds folding out of the walls, a coffee table and an empty refrigerator containing only a few trays of ice cubes. Completely harmless, I presumed.

I was quite mistaken, however, because that very night turned out to be "mattress night." Since the *LIFE* photo session in 1982, the players would grab the smallest among them and roll him up in a mattress and then try to tie it shut. Then, they would jump on the mattress until the player inside resembled a squashed zucchini. This time they grabbed a player from

College Station, TX, and rolled him up in the mattress. All fifteen players then jumped on him.

But, if I have the story right, on this night they added a new, creative twist to the proceedings – they decided to throw the mattress out the second story window – with the player in it. The good news is that the player slipped out the end of the mattress as it went out the window. The bad news is that the mattress took most of the window and frame with as it crashed to the sidewalk. The noise woke me up. It was then that the idea for this book flashed into my mind.

As I walked into the arcade the next morning, I heard Johnny Zee lecturing the players. "No, man!" he was saying as I walked by. "Don't do any more wild stuff, this is the last hotel I can get you into."

The next night was the final evening in the hotel before the **Iron Man Contest** would begin. I heard a tremendous amount of noise coming from the room above me. I opened my door a crack to listen. I heard shouting, banging and the rumbling sounds of heavy furniture being moved. Amidst the cacophony of sound, I heard many voices shouting. I understood only two words: "ice cubes." I thought of the empty refrigerator with the ice cube trays.

"Ice cubes?" I wondered. "What's going on?" I crept up the darkened staircase and paused at the next landing to listen.

"Are you the SOBs who are throwing ice cubes out the window?" the Ukrainian manager was screaming.

"Go away, we're trying to sleep," protested a player's voice from behind a barricaded door.

"Get this stuff away from the door so I can open it," the manager ordered. "And stop throwing ice cubes."

I heard Billy Mitchell's wiseguy voice shout back: "We're not throwing ice cubes – we're out of them – we're throwing toilet paper now."

I don't know if the word "koniption" exists in the Ukrainian language, but at this point the manager was having a pretty

serious one. I quietly snuck back to my room and managed to sleep for awhile, until the beds crashed to the pavement outside my window.

The manager must have given up because he disappeared for the rest of the night. Meanwhile, the players stormed around the hotel until nearly dawn. At one point (as you already know) Chris Emery was thrown out the window. Luckily, he landed on the mattresses. Finally, all became quiet, until a coffee table collapsed with an explosion from the weight of a player sleeping on top of it. Then there was silence for another few hours.

In the morning, I learned that the players had been pelting people, passing cars and even the manager's pet dog, with ice cubes thrown from the window. Then, when they exhausted the ice cubes, they wetted toilet paper into wads, and continued to rain terror on the passing traffic.

Our hotel adventures were now behind us – everyone was thrown out of the third hotel. We put our luggage in Johnny Zee's with plans to sleep in the arcade for the next few nights. It was July 5, 1985, and the most serious competition of the entire golden age was about to begin.

In Victoria, we introduced The **Iron Man Contest** as an experiment. Though Guinness approved of the event and published our results, I soon decided that we would never again stage a contest that was so disruptive to the health of the players.

To make the **Iron Man Contest** an attractive spectacle, I bought an insurance policy from Sports Achievements Association, of Garden Grove, CA, which guaranteed that if a player stayed awake and kept a single game going for 100 hours, they would win $10,000. The fee for the policy was $550, paid by Johnny Zee.

The conditions for the event were very exact. The only games that could be included were: *Armor Attack*, *Gyruss*, *Defender*, *Stargate*, *Robotron*, *Q*Bert*, *Missile Command*, *Joust*, *Star Trek*, *Star Wars*, *Centipede* and *Nibbler*. The number of contestants was

limited to 50 and each game was to be "internally activated with one credit."

The event was required to start at exactly 11:00 a.m. (PDT) on July 5, 1985. I was to call Sports Achievements Association before 11:00 a.m. on Monday, July 8, if there were any remaining contestants. In the event of a winner, award payment would be subject to a urinalysis to prove that drugs had not been used to stay awake. Lastly, I was to monitor the entire event in person.

Guinness, too, had their own rules that the players followed. Players were allowed a five-minute break each hour while the machine was running, or they could save their breaks until they added up to less than an hour's rest.

The starting whistle was blown at 11:00 a.m. on the morning of Friday, July, 5, 1985. The whistle was almost delayed as someone new, a young man from Japan, applied for the marathon. I told him that all of the traditional marathon games were already taken. I thought he would walk away, but, instead, he shocked the entire room when he selected *Ms Pac-Man* as his marathon game.

Some players laughed, but I just said, "OK," and signed him up.

"No one can marathon *Ms Pac-Man*," Billy said.

"We'll find out now," I said noncommittally.

The Japanese player's strategy was to go back and forth in the tunnels, avoiding the monsters. Asaki and Mitchell both agreed that there was "no way" he would last even eight hours. But, he paid the $50 entry fee and the marathon still managed to start at exactly 11:00 a.m. The first day of the marathon was a party, everyone feeling good, everyone imagining they were indeed made of "iron."

The six contestants included Billy Mitchell on *Centipede*, Jeff Peters on *Q*Bert*, Mark Bersabe on *Asteroids*, James Vollandt on *Joust*, Tom Asaki on *Nibbler* and the *Ms Pac-Man*-playing Japanese man – who's name is lost to history.

During the marathon, everyone faced the dangers of losing men while they went to the men's room. Since *Centipede* only stored up a total of six men, Billy's marathon could be wiped out in less than two minutes flat. So, Billy had to take the game with him into the bathroom.Greg Sakundiak, one of the other players, had agreed to help Billy move the game. Billy's bathroom call came suddenly in the thirtieth hour of the contest. And his body was not going to take "No" for an answer.

"Sakundiak, Sakundiak," he shouted for Greg. "Help! Help!"

Greg Sakundiak and someone else came running and grabbed the game and just about carried it to the bathroom.

Tom Asaki told me he looked up just in time to see the *Centipede* game fly, as if on wings, across twenty-five feet of floor and disappear through the bathroom door. Trailing behind the game was an endless stretch of extension cord that wedged under the closed bathroom door.

Billy had taken the game with him into the small bathroom, where he continued to play furiously while sitting on the toilet. The room was small and cramped, so Billy had to straddle the game with his legs and lean forward to see the action on the screen.

Greg was supposed to be on guard outside the door, but he walked away. Just by chance, a customer of the arcade whipped open the door to use the bathroom. Billy looked up at the man and said, "C'mon, man. Can't you see I'm playing *Centipede*?"

"Yikes," the startled man said, and slammed the door shut in embarrassment. I was sitting at the counter logging scores with Johnny Zee when the man hurried by with a crimson face. "You've sure got some serious players here," he said as he rushed out of the arcade.

The tournament now began to take its toll. Tom Asaki was the first to fall, at less than 300,000,000 points and 24 hours. Suddenly, Tom threw his head back and shouted "Aaahhh!," and fell away from the machine.

Johnny Zee's Family Fun Centre, site of the **1985 Video Game Masters Tournament,** where the greatest scores where achieved just before the Golden Age ended. (Photo courtesy of Chris Ayra)

Billy had been watching out for Tom throughout the night, worrying that he was playing dangerously close to the "zero factor" in *Nibbler*. When the stored men exceeded 127, the game eliminated them all. You then find yourself left with only the man you are presently playing. This happens with no warning and is called the "zero factor." The only way that a player could tell when he was getting close to the "zero factor" was when the number of stored men was displayed as "00" – or double-zero, which meant you had 125 stored men. The code said "A5" when you had 127 men and "B3" when you went over at 128 men. You had to be able to recognize each code after you passed 99 stored up men. Billy was trying to help Tom watch for "00."

"Stop doing that," Billy had scolded Tom again and again, as he saw Tom getting too close to the "zero factor."

"Back off," he would warn. And a few times, Billy had pulled Tom's hand off the joystick to make him lower his stored men. (Billy's assistance to Tom was not allowed in the rules and I never learned of it until much later.)

Tom, eventually, had stored up more than 127 men and instantly found his reserves cut to zero with only his man on the screen remaining. He lost that last man immediately and his *Nibbler* game died.

The next to go was Billy. At 17,900,000 million points and thirty-nine hours, Billy Mitchell's *Centipede* excursion ended as the trackball broke down due to the body oils from his hands. The rules stipulated that repairs – if done immediately – would qualify a player to continue onward. However, when the repair-

man finally showed, a great many hours later, Billy was already in deep sleep.

Mark Bersabe – on *Asteroids* – finally lost his last man after about forty-five hours. Jeff Peters – on *Q*Bert* – lasted to the fifty-hour mark. Jeff was the smartest marathoner of all. He sat back in a recliner chair, with the control panel from the game detached and lying in his lap. He had his computer by his side where he would log the men he gained and the men he lost. This method, he presumed, would help him keep an accurate tally on where he stood in stored-up men. After fifty hours, no one could deny that Peters was made of iron.

As for the Japanese man? Well, he deserves a section all to himself. Not too long after starting, a couple of pretty Japanese girls came in and engaged in discussions with the Japanese player. Though it was all in Japanese, I could perceive that the exchange became a heated altercation. The two girls left. Shortly afterwards, another girl came in to confront him. Though it was all in Japanese, it seemed that she was lecturing him. He shrugged her off and she left crying. Some of the other players were beginning to pay more attention to this unfolding drama than to their games.

Next, an older couple, believed to be his parents, came in and angrily blasted the kid. The mother cried and the father shook his fist as they left. Johnny Zee asked me who these people were. "How would I know?" I said in surprise. "This is your town, not mine."

The next act in this epic play started when one of the original girls came back in and threw herself, crying, at the boy's feet. He was mortified with embarrassment. Summoning up his inner strength, he focused desperately on his *Ms Pac-Man* game while trying to push her away with his right foot.

Finally, what looked like the grandmother and a sister came in and wept dramatically, while making pleading gestures. Seven hours had gone by now, and he had managed to maintain a stern, samurai facade throughout his entire ordeal. He had lost

two men by now and was showing signs of weariness.

Suddenly, the entire cast of the afternoon returned together to confront the Japanese kid. The parents, the grandparents, the sisters, the girlfriend – or whoever they all were – all demanding that he leave with them right now. He sighed in resignation and turned away from the game. "I must leave now with my family," he said apologetically. And then they were gone. I guess we'll never know what it was all about.

It was right after the Japanese player departed that Tom Asaki, Spencer Oueren, and another person from Los Angeles arrived late for the contest. As stated earlier, Asaki joined the marathon on *Nibbler*, while Spencer and the stranger left for the horse races.

James Vollandt Plays Over Sixty-Seven Hours

The final chapter of the **Iron Man Contest** is exclusively owned by eighteen-year-old James Vollandt, who continued onward alone, for another twenty hours, until his record of sixty-seven-and-a-quarter hours won him an entry in the U.S. edition of the *Guinness Book of World Records*. The Tuesday, July 9, 1985, issue of the *Victoria-Times Colonist* published a nice write-up on Vollandt's siege. "He's in the Record Book, but not in the Money," the headline said. Vollandt took a total of four twenty-minute breaks – one of them involuntary. The machine took its own break at 3:00 a.m. on Monday, July 8, when its joystick malfunctioned. Vollandt's accumulation of 210 men was wiped out, leaving him none in reserve.

Earlier in the night, he had fallen asleep for fifteen minutes on the machine. His stored up men had dropped from 100 to 40 during the snooze. He dabbed his face with a cloth dipped in freon to keep himself awake. He subsisted on a diet of McDonald's fast food – allowing for only four meals during the entire marathon. For the last twenty hours, Vollandt got no breaks, it was constant warfare to keep the game going. When he quit at 6:00 a.m., he had only six men left.

With the conclusion of the **Iron Man Contest** at Johnny Zee's, I retired from conducting marathons. My own health was affected by these events. With the contest ended, I spent a lonely three days doing all the paperwork by myself. The Guinness deadline was a mere few days away.

As a companion piece to the **Iron Man Contest**, I had been entrusted with the responsibility of monitoring a team of foosball players who were attempting to reach fifty-eight hours on a non-stop foosball game. They did it and Guinness published it in the 1986 edition.

As I flew back to Des Moines, IA, I was determined to retire from the video game world even though two entire pages in theU.S. edition of the *1986 Guinness Book of World Records* would be devoted to my contest.

The last bit of business connected to the 1985 contest was a very positive one. On August 29, 1985, Nate Adams sent me a thank you letter on behalf of CARE for our efforts to raise money. Though only a couple hundred dollars were collected, national attention was focused on the serious problems plaguing Africa.

In spite of my resolve to retire from video games, the contests for Guinness continued. The next **Coronation Day** event was staged for January 4-6, 1986, but only eight players traveled to Ottumwa, IA, to participate. By then, I had a job outside the video game industry as a technical writer and I remember putting up three weeks of my salary to give to the winners as their prizes. (More details about this event are covered in *Section 13: The Golden Age Ends*.)

When the next summer rolled around, and it was time to organize the **1986 Video Game Masters Tournament**, I sat back as the **U.S. National Video Game Team** conducted the whole thing. I was now retired from video games. Approximately one hundred Aladdin's Castles agreed to sponsor the contest, making it the biggest promotion the team ever did.

The **1987 Video Game Masters Tournament** was even more successful. Nearly 400 Aladdin's Castles participated that year. Yet, Guinness surprised everyone by not publishing the results. The romance between video games and the record book was over. Guinness retired from carrying the contest scores and never published a video game section again. On top of the Guinness setback, the scores from the 1987 contest were lost. Should the high scores collected from the 400 Aladdin's Castles in 1987 ever surface, they will be added to future editions of this book of high scores.

Today, the long, illustrious history of these two contests continues. After an absence of more than ten years, Twin Galaxies has now reintroduced these two popular contests. The **Video Game & Pinball Masters Tournament** is designed to gather high scores in April, while the **Coronation Day** contest crowns the **Player-of-the-Year** in December or January.

The results of these two contests will be included in each future edition of *Twin Galaxies' Official Video Game & Pinball Book of World Records*.

XIII The Golden Age Ends

The **1997 Video Game & Pinball Masters Tournament**, held on April 19-20, 1997, was a major success. It rekindled the public's interest in high scores and competitive playing. With ten locations hosting the event, nearly 200 players submitted almost 500 scores for inclusion in the first edition of this high score book.

It is possible that a second golden age of video game playing may be lighting up the horizon. However, before beginning our celebration of this new golden age of gaming, I would like to finish the story of Twin Galaxies and the end of the golden age of arcades.

As I stated at the beginning of this book, I was there at the very end – January 5, 1986 – when the energy behind the golden age of video game arcades finally dissolved. The era gasped its last breath during the **1986 Guinness World Championship**, held in Ottumwa, IA, on January 3-5, 1986.

"Mr. Day," the CBS-TV newscaster said, "would you say that few players came to this contest because video games are through, finished?"

It was a cold night, standing outside the Twin Galaxies arcade in Ottumwa, IA, doing my sixth television interview of the weekend. "I would say," I answered, "that video games are doing fine. The problem is probably more related to the fact that most players couldn't reach Ottumwa on such short notice."

"Do you think that home games have killed the arcade video game boom?"

I looked at the reporter who had driven three hours from Moline, IL, to report on the **1986 Player-of-the-Year Contest** for Guinness. I thought to myself, "Why are these reporters asking questions like this?"

During an earlier interview, a reporter from Missouri asked the most insightful question of all: "Wouldn't the lure of making theU.S. edition of the *Guinness Book of World Records* attract players if there was really any interest left at all?"

I was speechless. I had no answer. Uncannily, all six news crews chose the same theme for their stories: "Arcade video games are dead as no one shows up for the world championship."

Some of the stories produced by these six news crews were televised nationally and later picked up by some of the wire services. The story went out far and wide. The news teams were not wrong in their analysis of the situation. They knew they had unearthed an unexpected gem: "Home games end golden era of arcades." It was at this moment, I believe, that the energy behind the golden age finally ended. And I was the only one there to watch it die.

Eight players did come to the contest. However, they were angry, obnoxious and generally not charming. The TV reporters were not impressed with them. The magic of earlier years was gone. The newsmen could see that it was all over. It was only left for me to see it, too.

"Finally," I thought, "Twin Galaxies is through – the golden age is over." As soon as I decided it was through, it was really through, because I was the only person actively trying to keep it alive. My role as Mr. Video Game had now ended. I was there at the beginning and I was there at the end. The "Golden Age of Video Game Arcades" ended in Ottumwa, IA, on that cold January night in 1986.

The trail leading to this January night extended back nearly four years. As early as 1982, I knew that Twin Galaxies had no chance of surviving unless a big sponsor were to appear. I discussed this possibility during a candid interview given to the *Ottumwa Courier* in October 1983, revealing how the arcade was facing hard times. It was surviving only because I was living in the arcade and doing most of the work.

Even when the shakeout was in full swing, Ottumwa's arcade population continued to increase against all common sense. Twin Galaxies had generated the misconception that Ottumwa, the "Video Game Capital of the World," was a thriving video game zone. However, this was an illusion, for Twin Galaxies Arcade was a microcosm of the entire industry, and the industry was losing ground fast.

On a national basis, all our contemporaries were closing their doors. Few arcades remained. *Joystik* magazine went out of business in 1983, as did four other video game magazines

This photograph captures the glory of the "Golden Age of Video Game Arcades" as **Anthony J. Scott** beams with joy and pride as he receives honors on May 5, 1982, for his accomplishments on *Stargate*. During the difficult years – whenever Twin Galaxies' office had to move to a new location – this photo always came along to remind me of how much happiness the videogame phenomenon had brought to kids around the world.
(Photo courtesy of The Good Earth Arcade in New Orleans, LA)

during the next year. Frankly, none of it caught me by surprise. Twin Galaxies had always seen the handwriting first. We saw national patterns forming long before other arcades could, mainly because we were a national arcade.

On October 24, 1982, *The Washington Post* ran a major article on the effect video games were having on the players. Eric Wanner had written in the October, 1982, issue of *Psychology Today* that there will be a "... cheap thrills effect: too much high-energy, short attention span, quick payoff activity can't be good for adolescents who, to become effective adults, have to learn to slow down and sustain attention over longer-term activities." Of course, Eric Wanner is probably wrong. All the superstars from Twin Galaxies' earliest days have developed into extremely successful people, as corroborated by *Section 14: Where Are They Now* at the end of this book.

Articles like Wanners' were typical in 1983, which was a year of issues. The public and media said that video games attracted riff-raff. On the contrary, the players were anything but riff-raff. Most were scholar students like Bill Bradham of Dublin, GA, who captured world records on *Mousetrap* and *Time Pilot* in June of 1983. He was one of the nation's top scorers on the 1982 Preliminary SAT National Merit Scholarship Qualifying Test.

Then, in April, 1983, the *Wall Street Journal* did a feature story on the problems faced by the industry – and Twin Galaxies was consulted for its expert testimony. The *WSJ* noted that across the nation, one-third of the games provide much more than half the revenue. There was a thirty percent drop in business from the previous year and 1984 proved worse.

Dennis Kneale's article, "Video Arcades Fighting for Survival in Overcrowded, Battered Industry" noted that between 1980 and 1983, game rooms doubled to 10,000 strong. In 1982, 425,000 coin-op games were churned out, but 1983 saw about 250,000.

So, the shakeout came as no surprise to Twin Galaxies. Both The *Wall Street Journal* and *The Washington Post* had chosen us as

the only national arcade to include in their reviews on the video game industry. But, in spite of this tremendous prestige, we couldn't lure national sponsorship to help us develop our programs.

Sadly, word reached me that the manufacturers wouldn't work with Twin Galaxies because they didn't consider it worth their while to invest money in Ottumwa. "It was too far out of the way," they said, "and was too small of a market."

Important people in the video game industry had urged Twin Galaxies to leave Ottumwa to find a more profitable location, but I was attached to seeing it through and making it turn into a success story for Ottumwa.

When the arcade closed down on March 6, 1984, the town hardly noticed. The *Ottumwa Courier* tried to do the story a month later, after I had already moved the scoreboard to Wilmington, NC. Unable to locate my whereabouts, The *Ottumwa Courier* published my picture with a front page headline on April 6: "Walter Day, Where Are You?" The article was supportive but speculated whether or not Ottumwa was still the video game capitol of the world now that Twin Galaxies was no longer operating an arcade there.

Glenn Braswell, Executive Director of the **Amusement Game Manufacturers Association (AGMA)**, said, "Walter is a nice guy. This is representative of what has been happening to a lot of people during this industry shakeout."

As things unraveled further, the September, 1984, issue of *Video Games Magazine* had a feature story titled, "Walter Day: A Look at the King of the Video Game Capitol." It focused on the difficulties faced by the scoreboard in the midst of the industry shakeout.

Home games had ambushed the arcade world. Income dropped and the arcades closed. The players stopped playing in public and high scores became just a memory as everyone stayed home and played their own ATARI and NINTENDO games.

And as for me? When Twin Galaxies no longer had a reason to exist – I was laid off. My job ended along with the golden age. Which brings me to the end of the story – except for one last thing. Five days after the last TV station had left Ottumwa – on January 10, 1986 – a friend named Craig Anderson called.

"Walter," he said, "there are three of us who have been playing *Centipede* down at the Student Union on campus, and we heard you know how to play the game quite well. Do you think you might have any free time to show us some pointers?"

The next night – a Saturday – found me standing in front of the *Centipede* machine in the crowded arcade on the local college campus. I showed Craig and his friends how to work the shooter. I explained how the side-feed functioned and why it became faster and slower. I demonstrated how to time the spiders so as to slip by them with the least danger of getting caught. I showed them everything. I was in a very generous mood, happy and relieved. For the first time in nearly six years, I was a civilian. I was no longer "Mr. Video Game." I was not the official scorekeeper anymore. I had once again become, as Jon Bloch put it, "just a player."

"Watch this," I said to Anderson, as I moved the shooter with blinding speed, spinning tight doughnuts around the separated *Centipede* segments. "And this," I blurted out, as I swept the shooter across the screen, picking off individual *Centipede* pieces faster than Donn Nauert could fire the *Cheyenne Gun*.

My left hand worked the firing button. My right hand rolled the trackball. My shots were perfect. I spun the trackball and tapped the firing button with blinding speed, only to see every shot hit their targets with pinpoint accuracy. I smiled. How many years had I been working on this game? How many years had I watched other players reach the top of their game and gain star recognition while I was left behind? It was too late for me, now, I realized. My time with video games was now over.

The mushrooms crowded lower and lower on the screen, the fleas dropped faster and faster from above. My hands moved

faster and my shots rang true, finding a victim for every bullet. Anderson and his friends gasped as I rolled the shooter through the smallest spaces to escape doom. As the score reached higher and higher, the game got faster and faster. No room remained for mistakes. I suddenly realized that I had passed my previous high score of 600,000 points. I had somehow slipped through the invisible barriers that had held me back for five years. I continued to push onward, stronger than ever. My mind became clearer and I was absolutely awake. My hands had never been faster or stronger. My fingers had never before moved with such assuredness or speed.

The universe seemed to shift on its axis as my mind suddenly emptied of all thoughts. I went on automatic. I was in the zone. The shooter had a mind of its own – it seemed to fight the battle alone, while I watched the game from afar. The speed of the game became greater, the hands moved faster, the shots flashed like a strobe light.

Someone cheered behind me. I half turned and saw nearly a hundred people watching, with light blazing in their faces, absolutely transfixed by the unbelievable magic of the moment. And, at the back of the crowd, I imagined I saw myself, standing with a smile.

I had finally come face to face with the seed of my original desire – to become a hero – and I watched the desire fade as I played onward. I had waged war on video games and, in this final moment, I had won. However, my years now caught up to me. I was now thirty-six years old and the game wore me down. I seemed to plummet from a great height as my expanded state of awareness came back to my body to surrender to the game for the last time.

The room exploded with a tremendous cheer. Finally, I was a hero. I had done it. And, my video game career was finally over. Stranger after stranger stepped forward and expressed admiration. Many beautiful young women congratulated me with respect in their voices.

Anderson looked at me through new eyes. "This can't be happening. Video games can't be played on this level," he said, amazed.

When I turned away from the *Centipede* machine that night, I turned my back on video games for a decade. I played only two more times in the next ten years.

The five-year journey was over and I felt the weight of Twin Galaxies fall away. As I left the arcade, I saw a young player standing thoughtfully in front of the *Centipede* machine, spinning the trackball, trying to duplicate the moves I had learned over five years. "Yes, this is how it should happen, " I thought. "Someone should pick up the baton and continue where I left off."

I went home and went to bed. It had been a good night.

Ten years later, a message posted on the Internet invited video game players to take a short quiz on video game trivia from the "golden age." Among its many questions was one that said: "What was the name of the arcade that was the official scorekeeper for the world of video games back during the 'golden age'?"

I think you know the answer.

XIV Where Are They Now?

Mark Alpiger *(34)* is a self-employed computer consultant from Louisville, KY, who worships his niece Megan. His interest in video games began in the early '80s, mainly with *Q*bert*. He devoted three years to mastering *Crystal Castles* (playing a total of around 6,000 games to date). Though he rarely goes to the arcades today, Mark is still an avid game player, both on the computer and on his personal full-size coin-operated *Crystal Castles* machine.

Tom Asaki *(34)* obtained a PD in Physics from Washington State University in 1995 and is presently working at the Los Alamos National Laboratory in Los Alamos, NM. He said that if he were to tell me what he does, he would have to kill me.

Chris Ayra *(33)* is a manager at Publix Supermarkets in Miami, FL. Chris still plays video games and owns a room full of games from the Golden Age era.

Leo Daniels *(35)* is the general manager of an amusement park in Wilmington, NC, called Cool World. As a part-time actor, he has received small parts in almost 25 different movies, including *Teenage Mutant Ninja Turtles*, *Billy Bathgate* and *Betsy's Wedding*. He lives in Hampstead, NC. Daniels is the Team Captain of **Twin Galaxies' All-Star Team** for the Carolinas. As a talent scout throughtout the Carolina area, Daniels verifies scores and evaluates skills for those players who apply for the annual Carolina competition which produces the champions representing North and

South Carolina at the **Coronation Day Tournament (World Championship)**.

Chris Emery *(29)* lives in Winnipeg, Canada, where he owns a candy manufacturing company called "Kraves Candy Co." which distributes confectionary products across Canada. Emery still pursues video game and pinball high scores.

Kent Farries *(33)* is a network analyst for NGC Canada, Inc., in Calgary, AB, Canada. He specializes in WindowsNT servers. Kent retired from video games in 1983.

Eric Ginner is lead programmer for Actual Entertainment, Inc. His career began by winning the **1981 Centipede World Championship**. Later, he wrote articles for *Joystik* magazine. Beginning in 1990, he wrote five games for the ATARI Lynx system (including *Ms Pac-Man* and *Batman Returns*) and two for the ATARI Jaguar system (*Crescent Galaxy* and one other).

Steve Harris *(30)* is a semi-retired magazine publisher who works on new publishing projects in Lombard, IL. In the late '80s, Steve launched a partnership which published the popular *Electronic Gaming Monthly* magazine.

Stephen Krogman *(29)* – originally of Pompano Beach, FL – discovered Twin Galaxies at the end of the "Golden Age" and gained fame as one of the most prolific high-scorers in history. Stephen presently lives in Chicago where he works for the Super Just Fun Games arcade (owned by Capcom) in Northbrook, IL, as a video game technician. Krogman now coordinates Twin Galaxies' annual **Chicagoland**

Competition that produces the champions who represent Chicago at the **Coronation Day Tournament (World Championship)**.

Tim McVey *(30)* lives in Oskaloosa, IA, and is the system administrator for a local online bulletin board called the *Asylum BBS* which can be reached at (515) 673-4798.

Billy Mitchell *(31)* is the manager of the family business, a chain of *Rickey's Restaurant & Lounges*, based in Hollywood, FL. They are also well known for their famous "Rickey's World Famous Louisiana Hot Sauce." Billy continues to play video games and still tries to break world records.

Donn Nauert *(32)* is now an executive producer at THQ of Calabasas, CA, who manufactures home game titles for various platforms. Donn has worked on *John Madden Football* for numerous platforms and *Simpson's* for Acclaim. He developed *WCW vs. the World* and is in charge of all the WCW products.

Darren Olson *(34)* now goes by the name **Chris Steele** and lives in Calgary, Canada, where he has founded a national chain of computer stores. He has retired from video games to focus solely on his business career.

Spencer Oueren from Townsend, MT, died in the late '80s and was buried in Montana. One of the brightest and most creative players, he solved *Ms Pac-Man*, the video game that history remembers as being the hardest game of all.

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